

Progress Report

- Increment 1 -

Group #6

1) Team Members

Riley Arunakul – rla20br – RileyArunakul

Gabriella Estevez – gme19c – Gabri-ella-1

Braden Ford – bf21e – BFord99

Kevin Foughty – KDF20 – metalBread33

Mattan Pelah – mp20j – mjpelah

2) Project Title and Description

Our game is a simple 2D platformer consisting of 5 levels built with the Unity engine. This game will have roguelike elements as well as basic features such as movement, options, and a main menu.

3) Accomplishments and overall project status during this increment

During this increment, the majority of the time spent was dedicated to either planning or getting those who had not used Unity before – which was the majority of us - accustomed to it. Despite this, the general premise of the game was created, as well as basic functionality such as movement, controls, and enemies.

4) Challenges, changes in the plan and scope of the project and things that went wrong during this increment

Getting everyone familiar with the Unity engine was the largest challenge during this increment. Another issue we ran into was how tasks were prepared using a PDF instead of a typical scrum board, next increment tasks will be handled through Jira.

5) Team Member Contribution for this increment

Riley Arunakul - Enemy AI, scripts revolving around player health, enemy design

Gabriella Estevez - Player movement, camera movement

Braden Ford - Organized everything, the guy that had experience with Unity before, temporary player art

Kevin Foughty - Created pause menu, added music, documentation

Mattan Pelah - Art, began working on level design and length

6) Plans for the next increment

Level Art

SFX (Death, dying, money making)

Death menu

End of level marker

Level Management

Timer

Points

Bufs/Debufs

Combat

7) Link to video

<https://www.youtube.com/watch?v=sQh3MXnmLEo>