Progress Report

- Increment 2 -

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. The gameplay will consist of different enemies along with buffs/debuffs that you will encounter throughout each level.

3) Accomplishments and overall project status during this increment
This increment we were able to get much more comfortable with unity and slowly began making more progress towards a complete game. We added essential features such as menus and began working on level design along with adding more enemies for more diverse gameplay.

4) Challenges, changes in the plan and scope of the project and things that went wrong during this increment
One of the challenges with this increment was with our movement script. Although it was working in our previous increment it began to act wonky when we were adding more aspects to our player. Along with this we had to start having our different scripts and items interact, such as the enemies moving toward the player or aspects of the character staying when we moved scenes. We had to assign roles more stringently in order for us to make more progress.

5) Team Member Contribution for this increment
Riley Arunakul - Added 2 new Enemy Types, updated progress report
Gabriella Estevez - Added Sword to Character
Braden Ford - Points System, Stopwatch, Scene Management, Character model, GameManager, UI/UX design, Main Menu, bug fixing, managed GitHub pull requests, built Prototype level, made Jira board, created tasks and assigned tasks.
Kevin Foughty - Sound Design
Mattan Pelah - Level Design

6) Plans for the next increment

Although we still have a long way to go before having a complete project that we are proud of, this increment allowed everyone to get more comfortable with Unity and set us up for the final sprint to the finish. By the next increment we should have 5 levels completed, all essential gameplay mechanics implemented along with art, and have ironed out any wrinkles in the core gameplay.

7) Link to video
https://youtu.be/wkvADdFowc4