**Progress Report**

**- Increment 1 -**

**Group #4**

# Team Members

Matthew Ball, MJB19A, matthewball337

John Ronzo, JR19BA, jronzo99

Mina Andrawis, MAA16S, mina-andrawis

Ethan Plock, EDP18D, ethplo

Jared Geiger, JDG18, jgeiger1672

1. **Project Title and Description**

A 16-bit 2D platformer where the player is a monkey called Primate Ape, traveling its way through multiple levels, defeating lions and liberating levels by travelling to the end of each one.

1. **Accomplishments and overall project status during this increment**

During this increment, we set up a group repository and provided access to the source code for all the group members. The first level is complete except for the mechanism at the end of the level that frees monkeys and unlocks the next level. The player design and enemy design were both created, and the enemy was given simple movement mechanics. The player and enemies were given collision physics in order to interact with the world.

The main character does not have the ability to move yet. The second and third levels have not been constructed yet. The health bar has not been implemented and the enemies do not have a health system yet. The main character does not have an attack mechanic yet. The enemies do not have an attack mechanism. The ending of the first level is not complete yet and the monkeys in the jail that need to be freed have not been designed yet.

1. **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

During this increment of the project we had initial issues with source control between github and Unreal Engine. It was problematic getting everyone synced up with the game files, making it difficult to progress our project.

To fix this, we switched game engines and are now using Unity with github. This change allowed us to begin progressing in our game, as the source control in unity is more user friendly. We also had issues with tracking .log files that were creating inconsistencies among group members’ versions. We fixed this issue by adding it to the .gitignore file. We also ran into issues regarding the Unity version that everyone was developing on. Members had different versions from one another which caused conflict when attempting to open the file, but these issues were resolved by all the group members updating to the newest version.

In the game, we were originally going to have an inventory system for abilities. However, we determined that assigning different abilities to different buttons is more user-friendly. We originally wanted for Primate Ape to get a sword and a slingshot, but due to limitations in the number of monkey animations we could find, we changed those abilities to a melee attack and a gun.

We also determined that the user should be prompted with some context when they first open the game to explain the world that they’ve found themselves in, specifically that they are the most advanced primate since all humans died off thousands of years ago and it is up to them to save the world from the Lions. This dialog will allow the user to click a button in order to progress to the next dialog until they are prepared to play.

We were also originally going to have a world map that the user would be able to view and travel to but we determined it would be more straightforward to add a mechanism at the end of the level that provided one-way access to the next level. This is a much simpler mechanism and makes more sense since the game will be played in a linear fashion.

1. **Team Member Contribution for this increment**

a) Matthew contributed to part one by writing down the information of the team members, contributed to part two by writing the description, and contributed to part four by describing the removal of the inventory system and the changes in the abilities.

John contributed to number 6 by writing down our plans for the next iteration and what we hope to accomplish.

Mina contributed to number 3 by providing context regarding the current state of the project and how we’ve advanced compared to the original project scope and requirements. He also contributed to number 4 by outlining the issues with unnecessarily tracked files and our solution in addition to the version issues that we faced when attempting to use Unity. Additionally, he outlined the starting dialog that should be shown to the user when the game starts in order to provide the user with context. He also explained the change in mechanism regarding the movement of the one level to the next.

Ethan contributed to 4 by writing the initial issues we faced with source control while using Unreal Engine and how we were able to fix this issue by switching over to Unity. He helped with the accomplishments part with listing some of the initial completed items. He also contributed to 6 by adding to some of what will be added to the next increment.

Jared contributed to number 6 by writing details of what will be included in the second level, and the details of how the health system and health bar interface will be implemented.

b) Matthew contributed to number 1 by writing the overview and adding the control character sequence diagram.

John contributed to number 4 by designing and building the use case diagram. He also added the text and descriptions to it.

Jared contributed to number 2 and 3 by adding functional and non-functional requirements and assigning priority values to the functional requirements.

Mina contributed to number 2 by outlining the functional requirements and allotting the priority values for each requirement. He also created the start game sequence diagram.

Ethan contributed to number 3 by adding nonfunctional requirements and contributed to number 5 by doing the class diagram and the end game sequence diagram.

c) Matthew contributed to number 1 by writing why C# was the source code of choice.

John contributed to number 2 by adding the source of the main character.

Jared contributed to number 2 by stating the platform that the game is being developed on and the source of some of the assets used in the project.

d) Matthew contributed to the source code by writing the code for player movement of jumping and crouching.

John reviewed the source code but did not write any since it was not his job for this iteration.

Ethan wrote the source code for the enemy movement of patrolling back and forth.

Jared reviewed the source code but did not write any code for this iteration.

e) Matthew contributed to the video by discussing a general overview of the game.

John contributed to the video by doing part e which explains the plans for the future.

Ethan contributed to the video by recording a demo of the project.

Mina contributed to the video by briefly describing the current state of the project and what was accomplished during this increment.

Jared contributed to the video part describing the changes in scope from the original plan of the project, and what decisions were made to solve the issues that arose.

1. **Plans for the next increment**

The plan for the next increment is to have the second level created, with a different background theme, and with varying types of enemies that are different than in the first level. We also plan to finish the character movement and animations for the main character and enemies. We also need work on the health bar and weapon system and progression. We’re planning on adding a health bar that attaches to the user interface and is always visible, which displays the current health level, and updates when the player takes damage.

Also during this increment, we will add a damaging system between enemies and the player where both can deal damage to each other and take damage. This would also give each enemy a max health and the player a max health.

1. **Link to video**

<https://youtu.be/sRMNOp79UsY>