**Progress Report**

**- Increment 2 -**

**Group #4**

# Team Members

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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 dialog box for the story, enemy movement, player movement, and a health bar system. We added the ability for the main character to fire arrows and a damage system for the enemy. The second level was made. We also finalized and added some animation for the basic player movements and enemy movement along with their attack abilities. The player was also given a cooldown time in order to avoid spamming the attack.

In comparison to our planned scope during this increment, the second level has a different background theme. We have not made varied enemies for the second increment. We did not finish the character movement and animations. We worked on the health bar, but no progress on the weapon system and progression. There is a health bar as planned. The damaging system will be implemented, though enemies attacking each other will not be guaranteed.

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

During this increment we had some issues with the version of unity that the project was using, this led to some challenges in development with the enemy and player health and damage. Other challenges we faced were a bug with the enemies that follow the player and how the player character detects if there is ground underneath them.

We decided to change the weapon unlocking progression, so that the first level allows the player to melee attack, the second level unlocks the arrow weapon, and the third level will unlock a throwable bomb. The bomb will detonate after a few seconds, and can damage multiple enemies within the explosion radius. The bomb will also have a cooldown timer to limit its use.

To add some difficulty to the second and third levels, we decided to add enemies with varying types of attacks that match the new abilities of the player. The second and third level will include lions that can shoot projectiles at the player. The third level will include lions with more health.

1. **Team Member Contribution for this increment**
   1. Matthew Ball - Added the section on the changed scope

Ethan Plock - worked on the challenges faced during this increment by adding what challenges we faced. and added the plans for the next increment

John Ronzo - added to the accomplishments

Jared Geiger - Included the plans for an updated weapon progression to the change of scope.

Mina Andrawis - Added to the accomplishments section regarding the cooldown time for the user. He also added the general overview to the video.

* 1. Matthew Ball - Added some descriptions of some use cases

Ethan Plock - worked on the class diagram for the new requirements and design document. and added some of the use case diagram descriptions.

John Ronzo - worked on the assumptions and dependencies.

Mina Andarwis - created the user case diagram and contributed to the expanded descriptions of the use cases

Jared Geiger - added assumptions and dependencies and updated some of the functional requirements.

* 1. Matthew Ball - added multiple types of file sources

John Ronzo - contributed to the non - execution based testing.

Mina Andrawis - Added collision detection, player movement, attack enemy, and alter enemy health use case tests outlined in number 3.

Ethan Plock - Added Alter User Health, Enemy movement and Arrow Attack to the function testing in number 3. Also worked on the non-function testing for number 4.

Jared Geiger - Added the non-execution based test cases as outlined in number 5.

* 1. Matthew Ball - Did the script for the user attacking the enemy

Mina Andrawis - Created the scripts that implement the dialogue system that is used when the game starts. He also created the health bar and the scripts associated with initializing it. This created a health bar for the player and a functional health bar for the lions that decreases when they are hit by an arrow. He also programmed a 1 second cooldown timer for the arrow attack.

Jared Geiger - Created and implemented the script for shooting arrows that damage the enemies (this function is ultimately intended to be unlocked for the second level).

Ethan Plock - Made the second level. Implemented a script for enemies to follow players. Populated the first level with enemies and worked on how the lions and player is affected by the game's physics.

John Ronzo - Created the animations for all the player actions, the player’s guns, and just the death animation for the enemies. Also implemented a follow camera and a boundary so that the user cannot look outside of the scene.

* 1. Mina Andrawis - Overview of game

Ethan Plock - a short description of the state of the project and what was accomplished

Matthew Ball - describing the plans for the third iteration

John Ronzo - recorded the demo of the game

Jared Geiger - described the change in scope from the original plan for the project

1. **Plans for the next increment**

In the next increment we plan to add the third level. Within this level we also plan on adding another attack for the character and more variety to the attacks the enemies use. We also plan on adding a boss at the end of this level and improving the enemy AI.

Another big plan we have is adding a transition to each level after the player beats it. This would allow the player to progress through each level in order in a narratively cohesive manner. We plan on adding a way for the player to replenish life by collecting hearts that are on the ground.

1. **Link to video**

<https://youtu.be/PQJVOWUJKLU>