**Progress Report**

**- Increment 3 -**

**Group #4**

# Team Members

Matthew Ball - MJB19A (Github: matthewball337)

Mina Andrawis - MAA16s (Github: mina-andrawis)

Jared Geiger - jdg18 (Github: jgeiger1672)

Ethan Plock - edp18d (Github: ethplo)

John Ronzo - jr19ba (Github: jronzo99)

1. **Project Title and Description**

A 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**

In this iteration, we have completed the design and implementation of the third level, which takes place in a castle scene. We also added functionality to the enemy lions. This includes sword, arrow, and bomb attacks, and the enemy attack abilities change with each level. We added a final boss to the end of the last level, which has increased health and uses all three attacks in separate phases of the boss fight. We also added a system that takes players from one level to the next, awarding a new weapon at the beginning of the next level.

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

During this increment we ran into the challenges of source control as we had some github issues that almost lost some of our progress. Other issues we faced were certain enemy attacks not showing up as they happened. We also had issues with the enemies detecting the player for their attacks. Changes in plan include not including freeing monkeys from the jail at the end of the third level and instead has been replaced with dialogue that tells the player they have beat the game. The attack where the player jumps on the enemies was also removed.

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

Matthew Ball - I did some initial programming on the enemy knife and enemy bomb attacks and uploaded them to GitHub for the team to review over and fix the problems with.

Mina Andrawis - Mina added the end of level mechanics for both the first and second levels, including a chest that opens when the user enters a certain radius and the progression to the next level. He also added the end of game dialogue when the user defeats the final boss. He also added the music to the game.

Jared Geiger - Implemented a final boss fight at the end of level three.

Ethan Plock - Implemented the third level, helped populate the second and third level with enemies.

John Ronzo - Implemented enemy attacks and animations with the help of Matthew’s scripts.

Matthew Ball - I wrote my name, FSUID, and Github ID at the beginning of the progress report and I wrote my contributions to this iteration and included the removal of the jumping attack as part of the scope changes.

Mina Andrawis - Mina contributed to the accomplishments and overall progress section (3).

Jared Geiger - Helped write the accomplishments and project status section.

Ethan Plock - Wrote the challenges for the current increment.

John Ronzo - Contributed to the challenges and wrote my contributions to the project..

Matthew Ball - I changed the version number from 1.0 to 3.0.

Mina Andrawis - Updated some of the functional requirements. Also updated the use case diagram and the use case text description.

Jared Geiger - Updated some of the functional requirements

Ethan Plock - Updated the class diagram and some function requirements.

John Ronzo - Added boss health to class diagram.

Matthew Ball - I changed the version number from 1.0 to 3.0.

Jared Geiger - Updated the Executional-based functional testing section.

Ethan Plock - Added some Executional-based function testing.

John Ronzo - Added to the execution-based testing.

**d)** Matthew Ball - I wrote code for the enemy knife and enemy bomb before it was sent to GitHub to be reviewed over.

Mina Andrawis - Added the FadeObject script that is called when the user finishes a level and the screen fades to black. Added ChestOpen scripts for level 1 and level 2, which opens the chest, reveals a new weapon, and progresses the user to the next level. Added an altered dialogue box script for the defeat of the final boss.

Jared Geiger - Added and updated attack and health scripts to the final boss using previous enemy scripts as a template. Added new scripts to the player to be able to respawn at the boss fight checkpoint.

Ethan Plock - recreated a movement script for final boss. And helped add a checkpoint implementation on the last boss.

John Ronzo - Added a script for the enemy arrow attack and the arrow prefab. Also edited scripts for other enemy attacks.

**e)**

Matthew Ball - Describe any changes in the scope of the project from the initial plan proposed in the project proposal and why those changes occurred

Mina Andrawis - General Overview

Jared Geiger - Edited and uploaded the video

Ethan Plock - A demo of the current project

John Ronzo - Description of the state of the project.

1. **Plans for the next increment**

\*this is the third and final increment\*

1. **Link to video**

<https://youtu.be/9d9_s5fxAq0>