**Progress Report**

**04/10/2019**

**- Iteration 2 -**

**Group #18**

# Team Members

Matthew Wix, Riley Garrison, Michael Tesfaye, Ryan Kenney

1. **Project Title and Description**

A Knight’s Tale

Our project is a web-based open world 2D RPG game that is capable of running in any of the modern web browsers. The game takes place in a fantasy kingdom and will feature many maps and environments for players to traverse. In our game, players are able to move around and engage in combat with various enemies. They do so through the use of weapons such as swords and axes, and there is a complex underlying system that takes the player’s armor and weapon statistics into consideration when performing damage calculations. The game also has a complex story with multiple branching paths based on dialogue options and character actions that result in different potential endings. In order to retain a player’s progress in the game, a login system has been implemented that stores a player’s save data and any other configuration options they have chosen.

1. **Accomplishments during this Iteration**

In the second iteration, we implemented NPCs that the player can interact with through dialogue and buy items and weapons from. We improved the Enemy class with movement animations, and both enemies and the player have a visible health bar and can die. The player can transition between different maps with their own enemies, NPCs, and tile sets. The pause menu that the player can use when in the game has been improved with additional choices. From the pause menu, the player can select a map submenu and will be presented with a list of map locations they have visited before that they can travel to. The player can select the item option on the pause menu to be presented with a list of their current inventory and weapons, each of which can be used/equipped. The player can also choose the save option to save their current progress, which includes their current map location, play time, and inventory status.

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

**Riley Garrison:**

**a. Progress Report:** Contributed to parts 4 and 5

**b. Requirements and Design Document:** Contributed to parts 4 and 5

**c. Implementation and Testing Document:** Contributed to parts 1, 2, and 3

**d. Video:** Contributed to explaining the plans for the next iteration

**e. Source code:** Handled the implementation of the player, interaction with NPCs, the shopping system, the item inventory system, and enemy AI

**Michael Tesfaye:**

**a. Progress Report: C**ontributed to part 3

**b. Requirements and Design Document:** Contributed to parts 4, 5, 6, and 7

**c. Implementation and Testing Document:** Contributed to parts 3 and 4

**d. Video:** Contributed to explaining the general overview

**e. Source code:** Handled enemy interactions and the design and implementation of the weapon classes

**Ryan Kenney:**

**a. Progress Report:** Contributed to part 5

**b. Requirements and Design Document:** Contributed to parts 1, 2, 4, and 5

**c. Implementation and Testing Document:** Contributed to parts 3 and 4

**d. Video:** Contributed to explaining what has been accomplished in this iteration

**e. Source code:** Handled finding and implementing graphics and sprite sheets, enemy AI, and map design

**Matthew Wix:**

**a. Progress Report:** Contributed to parts 1, 2 and 3

**b. Requirements and Design Document:** Contributed to parts 3, 4, and 5

**c. Implementation and Testing Document:** Contributed to parts 3, 4, and 5

**d. Video:** Contributed to the demo

**e. Source code:** Handled implementation of the save file system, loading/transitioning between different maps, collision detection, the pause menu options, and switching between maps based on the map menu selection option

1. **Plans for the next iteration and/or changes to the scope of the project**

The scope of our project was changed due to time constraints. We were unable to implement a story system and there were not as many maps, enemies, and items as we originally intended. There are no quests for the player to receive. Collision detection is only partially implemented, with essential tiles and enemies having collision detection but not regular map tiles. Only a single save file was implemented rather than multiple save files. The player does not have any armor they can use.

**Link to GitHub repository:** <https://github.com/mtw16-FSU/mtw16-FSU.github.io>

The repository is public.

**Link to live website:** <https://mtw16-fsu.github.io/>