**Progress Report**

**04/10/2019**

**- Iteration 1 -**

**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 first iteration, we have implemented the structure of the website our game will be played on, including all of the different web pages that will be used as well as the styling and design for the website. A login system that handles user authentication and sign up has been created using Google’s Firebase technology, and it displays an error message to the user in the event of an invalid login/sign up attempt. Some of the graphics we plan to use have been implemented in the form of background images, a basic player sprite, and various tiles that are drawn for the first map. A main menu is displayed when the game is started with the options of starting the game, selecting the options menu (a placeholder menu that has yet to be implanted), or selecting the save file menu (another placeholder menu). When starting the game, a playable test map is loaded in. Player movement works and has corresponding animations based on the direction the player is moving. Collision detection has been implemented so that a player cannot move through a tile that has been labeled solid. A single weapon type has been implemented that the player can use and swing to inflict damage. Enemies have been implemented and are able to take damage and be killed. The player can pause the game at any time and a pause menu is displayed with the options of resuming the game or quitting. Lastly, the player can log out of their profile and choose another profile to log into at any time.

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 all player mechanics, graphics, and collision detection

**Michael Tesfaye:**

**a. Progress Report:** No contribution

**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 all weapon mechanics, the weapon class system, damage calculations

**Ryan Kenney:**

**a. Progress Report:** No contribution

**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 the implementation of graphics, map design, finding open source images to be used in the game, and enemy AI

**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 website setup and styling, user authentication, loading the start menu, and the structure of starting the game and loading in maps

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

In our next iteration, we plan to implement more maps and the corresponding graphics for them. Similarly, we will be including more enemy types, weapons, and player sprites. The player will also be able to take damage from the enemy and die if their health reaches zero. We will also incorporate NPCs that the player can interact and have dialogue with rather than perform combat on. We will include our story elements and create a system of quests that the player can complete for rewards or story progression. We will have more items beyond weapons that the player can interact with and use. Our in-game menu will have more options that the player can choose from including the ability to change their weapon/armor and use items in their inventory. Another of the options on that menu will allow for the player to travel to different map locations that they have already visited. The save file system will be implemented to track a player’s progress through the game. The start menu will have the options and save file choices fully implemented with their corresponding features. As of right now there are no planned changes for the scope of our project as we have outlined in our initial proposal.

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

The repository is public.