

M3 Report

Vision

In one paragraph, what is your current vision for the system you are building? How has it evolved from previous plans? It's okay for you to make changes, even big ones.

We have implemented all our desired plans, minus the “room” idea. This vision is very similar to the MS2 Report. However, we changed all the “*we hope to implement*,” “*we will implement*” and “*we can implement*” all to “**we have implemented**” as well as adding additional details.

The current vision for what we are building is an interactive text-based dungeon escape rpg. The player is trapped in their system’s terminal, and their job is to escape. The player will have an inventory with 5 slots that can hold a combination of weapons (deal more attack), food (heal randomized amount of health up to 90), or misc (keys to open chests). The chests, loot after defeating monsters, and opening chests, are a randomized gacha, where we roll a random number in accordance to the possible items the player can receive (this also includes receiving no items). We have some text-art in the system terminal for the player to keep track of items, health, and progress. After the tutorial, there is a randomized chance to either: fight a mob, find a chest, or encounter a choice-based scenario. We implemented a randomized generator so that each encounter is different (via randomized descriptions), and thus each playthrough is randomized and somewhat different from the last.

Summary of progress

Write a one or two paragraph description of what your team accomplished between MS2 and MS3. What functionality did you work on?

Since MS2, there has been a lot of progress. Additional features we implemented from MS2 include:

- Working health-bar and visualization of health-bar
- Working inventory and visualization of inventory
- Accessible descriptions for each item that can be stored in inventory
- Inventory Tutorial
- Chest functionality
 - Randomized loot (including nothing)
 - Can receive meat, key or a gacha weapon (with rarest and most powerful being Legendary Sword)
 - Must include a key.. Otherwise it is a failed attempt to open
- Turn based battle functionality
 - 2 randomized enemies, with the most powerful being robo-bun
 - Can attack/heal/throw egg
- Battle tutorial for the first time you encounter enemy
- More ASCII text art to enhance gameplay
- 5 unique scenarios resulting in death or progression of game
 - Random chance of appearing along with chest and battle sequences
- Implemented winning the game as encountering all 5 scenarios
- Randomized descriptions on how you encountered chests, engage in battles, and specific actions
- Additional narration

We essentially created a working game that is relatively unique with each playthrough.

Activity breakdown

For each team member, give a bulleted list of the responsibilities that team members had, the activities in which they participated, the features they delivered, and the number of hours they spent working.

Jolly:

- MS3 Report
- Json narrations
- Health Bar Display
- Testing of all ml/mli modules
- Basic inventory functionalities
- Hours spent working: ~30

Analeah:

- MS3 Report
- Json narrations
- Item descriptions
- Scenario descriptions
- Inventory and item display functionality
- Inventory tutorial
- Scenario functionality + randomization sequence
- Hours spent working: ~25

Nicole:

- MS3 Report
- Json narrations
- Battle functionality and tutorial
- Chest functionality
- Randomized weapon/randomized loot
- Rng randomization for dmg/health
- Functions for better terminal visualization
- Hours spent working: ~30 (?)

Productivity analysis

As an entire team, how productive were you? Did you accomplish what you planned in your sprints? Were your estimates of what you could do accurate, or far off? Write a paragraph addressing those questions. Please be honest: we want you to reflect candidly on your progress, so that you can make more accurate estimates between MS2 and MS3. Your grade is not going to be based on how positive or negative you are here.

As an entire team, we were very productive. The estimates of what we could do for this milestone was pretty accurate. We were able to implement all the basics we wanted to implement.

Acknowledgement: this progress report format is based on Prof. Walker White's CS 4152 (Advanced Games) progress report.