Progress Report

- Increment 3 -

Group - Killer Among Us

1) **Team Members**

Name	FSU ID	GitHub ID
Supriya Palli	sp18h	spalli235
Thuyvan Vulam	tv17b	thuyvanv
Joseph Ene	jie16	nolamus
Anika Patel	ajp19s	anika0115
Alec Amico	aza16	cela123

2) **Project Title and Description**

Killer Among Us

We are proposing to create a mobile app platform-based game with a storyline integrated in it. The storyline is about a boy who takes matters into his own hands to find the killer of his mother. During the levels, he faces obstacles and is given clues on the journey towards the killers from ghosts who have passed due to the mysterious incident. At the end of the game, the player will find out the true identity of the killer.

3) **Accomplishments and overall project status during this increment**

- Addition of music for the game including: background music for each level and sound effects for UI elements on menus
- Researched and added in a "save system" asset to allow for the game to unlock the proper levels that were previously completed by the player upon reopening the game on a user's device
- Implemented new hazards for platform levels including: falling hazards, rolling hazards, spawning hazards, spikes
- Implemented new boss challenges for platform levels including: temporary invincibility (level 1), dirty screen (level 2), flickering lights (level 3), temporary super jump (level 4), temporary super speed (level 5)

- Implemented new special items for platform levels including: shield (level 1), broom (level 2), flashlight (level 3), spring (level 4), shoe (level 5)
- Implemented time based item pickup mechanism
- Connected levels seamlessly so that now levels go from platform to dialogue to next platform on their own
- Fully implemented level select menu so that now the buttons for new levels appear as the previous ones are completed
- Implemented lives for the player across all the levels; now when a player dies they return to the most recent checkpoint and their lives counter decrements, then if they lose all their lives they must restart the level they are on
- Designed and implemented platform environment for Levels 3, 4, 5
- Redesigned parts of Level 2 in order to scale it down and have it match the other levels more for consistency
- Finished implementing rest of character sprites for remaining levels for scene transitions
- Implemented the ghost characters for the platform levels so that on collision between the player and the ghost, dialogue text will appear above the ghost
- Adjusted pause menu for dialogue scenes so that it appears in the top left corner in order to not overlay on top of the dialogue choice buttons
- Added on-screen button for pulling up the pause menu
- Dialogue scenes now include "camera changes" that allow for more graphics to be added in to accompany the dialogue for more visual appeal
- Created moving platforms for the player to move over hazards

Project Status at the end of increment 3: During this increment, we were able to successfully complete all of the remaining levels. This includes Levels 3, 4, and 5. We also redesigned Level 2. These remaining levels introduced the Technician, Lifeguard, and Chef suspects. Each team member had a certain number of tasks to complete for the levels and we had 2-3 meetings per week to update each other on our progress. For the dialogue portion of the game, we added in more graphics to accompany the dialogue to make it more visually appealing. We also implemented more hazards, boss challenges, and special items for all of the platform levels and improved upon our menus.

4) Challenges, changes in the plan and scope of the project and things that went wrong during this increment

Issues/Challenges:

- We solved an issue with the player sometimes getting "stuck" in the ground in the platform levels. We had to adjust the interactions between the player and the level materials.
- We had issues with implementing a "Close" button on both the "Rules" and "Credits" panels on the Main Menu. The buttons were showing up on the screen, but were not able to be pressed. To work around this, we decided to just have the "Credits" panel automatically close after all the credits are shown. We also decided that instead of having a "Rules" panel, we will just add the player controls explanations as ghost dialogue text in the Intro Level so that it becomes more of an interactive tutorial.

- We had an issue with the moving platforms as the player character sprite would resize and stretch horizontally. We fixed this by creating another GameObject where the size would not affect the player's size and added the moving platform as a child to this new GameObject.
- We found an issue with how we were testing our game as we were all testing in the "Free Aspect" mode within Unity. This caused differences in how the game scenes appeared on our individual devices. Therefore, we decided to set the testing environment as "iPhone 1334x750 Landscape" in order to ensure consistency of the UI elements on the screen between team members.
- We found it challenging to try to get the Level Select to work in a way that when a level is cleared, that's when the UI button for the next level would show up on the Level Select. We ended up being able to implement it correctly after adjusting some connected scripts and testing to see if it worked.
- We had to redesign how the player interacts with hazards by using tags instead of layers in order to ensure hazards/enemies successfully deducted lives from the player.

Changes in plan/scope:

- We did not have any changes in plan or scope for this increment.

5) **Team Member Contribution for this increment**

Progress Report Tasks:	*Requirements and Design Document* Tasks:	*Implementation and Testing Document* Tasks:
1. Team member - **Anika** 2. Project Description - **Tweeti** 3. Accomplishments - **Joseph** 4. Challenges - **all** 5. Contribution - **all** 6. Plans for next increment - **Supriya**	1. Overview - **Tweeti** 2. Functional Requirements - **Tweeti** 3. Non-functional Requirements - **Alec** 4. Use Case Diagram - **Supriya** 5. Class Diagram and/or Sequence Diagrams - **Joseph** 6. Operating Environment - **Anika** 7. Assumptions and Dependencies - **Anika**	1. Programming Languages - **Anika** 2. Platforms, APIs, Databases, and other technologies used - **Supriya** 3. Execution-based Functional Testing - **all** 4. Execution-based Non-Functional Testing - **all** 5. Non-Execution-based Testing - **all**

Team Member Name	A) PR Doc Section	B) RD Doc Section	C) IT Doc Section	D) Source Code
Supriya Palli	3, 4, 5, 6	4	2, 3, 4, 5	● Designed layout of Level 3 ● Implemented a method to allow for "camera changes" within the dialogue scenes in order to allow for more graphics to be added in to accompany the dialogue; this involved changing the setup of scenes and writing separate scripts for each dialogue scene ● Designed graphics for the dialogue scenes

				● Finished writing dialogue for Levels 3, 4, 5 and the Ending Level; Adjusted Intro Level dialogue and dialogue for Levels 1 and 2 ● Wrote dialogue for ghost characters within platform levels
Thuyvan Vulam	2, 3, 5	3, 5	3, 4, 5	● Designed layout of Level 5 ● Created a Moving Platform script that moves a platform between two positions , player is able to move with the platform ● Researched way to implement lives onto player ● Edited all ghost sprites to be black and white
Joseph Ene	3, 5, 7	5	3, 4, 5	● UI Buttons Sound Effects Scripting ● Scripts that handle the game remembering what levels were unlocked the last time the game was run and revealing them on the level select menu ● Animated and Scripted behaviour for a prefab to be used as a hazard on level 5, the firespike ● Added animated credits to the credits panel on the main menu scene ● Added background music for menus and levels
Anika Patel	1, 3, 4, 5	6, 7	1, 3, 4, 5	● Script for item pickup, scene switch, etc. mechanism ● Time based item pickup mechanism ● UI Image trigger mechanism ● Sprite flipping script ● Script for dialogue when player approaches ghost
Alec Amico	5	3, 5	2, 3, 4	● Level Two, Four Design ● Implementation of Levels 2, 3, 4, 5 ● Implementation of GameSession.cs - Lives / Persistence Script ● Falling platforms script ● Projectile script for rolling-boulders

E) For the video, all team members helped to write a script (available at the bottom of this document). Joseph Ene then read off the script, performed the demo, and recorded the video.

6) Plans for the next increment

N/A

7) Link to video: https://youtu.be/qbAeoRUSV2U

5-7 Minute Video Script

a. general overview of the project
- Our project is a 2-D game called "Killer Among Us" that combines a linear storyline with platform game-play. The overarching story is about a boy who is trying to find out who killed his mother who died in a mysterious incident. The levels of the game involve jumping on platforms, dodging obstacles & enemies, boss challenges, and talking with background characters to get clues. Finally, at the end of the level, there will be the text-based portion that will reveal more of the story and allow the player to talk with suspects.

b. a short description of the state of the project and what was accomplished during this Increment
- Supriya Palli designed the layout of Level 3. She also worked on implementing a method for allowing for "camera changes" within dialogue scenes in order to have more graphics to accompany the dialogue. She also finished writing the dialogue for the remaining levels, wrote dialogue for the ghost characters, rewrote scripts, and designed the graphics for the dialogue scenes.

- Thuyvan Vulam created a moving platform script. She also created a way for the player to move with the platform while the player is on the platform. She also designed the layout of Level 5. She also researched ways to implement a lives system onto the player.

- Joseph Ene added a Save System outside asset to the system and used it to allow the system to remember which levels a player has already unlocked when using it. He designed and implemented the pause menu UI element and the menus buttons. He revised the door and key scripts to work with the revised version of level 2 more effectively. He designed and developed the fire spike platform hazard for level 5. He added sound effects to UI button elements in the system. He added background audio to the platforming levels and dialogue scenes. He added rules and credits to the main menu scene

- Anika Patel added items to the remaining levels. She adjusted the item pickup scripts to implement a time based method of usage. She also added a script for the pop up dialogue for when a player approaches a ghost in the background.

- Alec Amico added a lives system to work with the checkpoint flags, and interact properly with map hazards such as spikes or enemies. He also implemented falling platforms, and rolling boulder hazards. Aside from these things he redesigned level 2, and implemented level 3, 4, and 5.

c. a demo of the current project

- Show: Portions of Levels 3, 4, and 5. Show Main Menu and Story Mode. Show Level Select updating itself. Show a bit of the new dialogue scenes.

d. describe any change in scope of the project from the initial plan proposed in your project proposal and explain why the change occurred.
- We did not have any changes in plan or scope.

That concludes our video. Thanks for watching!