# Progress Report

## - Increment 2 -

## 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 a pause menu with options for selecting resume, restart, main menu, settings, or quit
- Added story mode option to level selection which runs through only the dialogue scenes
- Developed consistent method to handle climbing in game (for ladders)
- Adjusted character movement controls (on-screen buttons, joystick)
- Scene Transitions using door and character sprites
- Added in some special items and enemy features
- Door Item unlocking
- Item pickup mechanism (action based on collision detection)
- Created UI image overlay trigger

- Designed and Implemented Level 1 Platforms
- Designed and Implemented Level 2 Platforms
- Level 2 includes key collecting and rooms for the keys to be in
- Added Spike Hazards
- Added Spawning Hazards
- Added checkpoints that respawns character back to checkpoint when it reaches a trigger
- Change in color of checkpoint flag when player reaches it
- Added in branching dialogue with a dialogue tree using Ink narrative language scripting
- Our project now has a code/style guide that all team members are to follow (especially when writing scripts and organizing assets)

**Project Status at the end of increment 2:** During this increment, we completed two more levels for the game. These two levels introduced the Bellhop and Maid 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 options for the character to reply to the suspects to make it more interactive. We also implemented more obstacles and boss challenges near the end of the platform levels.

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

**Issues/Challenges:**

- We had issues with the Canvas component in Unity as it caused objects in scenes to move around and it affected the overall look of scenes. We combated this issue by moving objects out from under the Canvas in the hierarchy.
- We revised the controls for moving the player as the jump button was not very effective. Instead, we aimed for more of a joystick option.
- We had issues with layer consistency as each team member was making their own layers for their own objects. We solved this by having a meeting where we consolidated everyone's layers and made sure all the scenes were under the same layer formatting.
- We solved a previous issue we were having with wall colliding where sometimes the player would get "stuck" on walls.
- It was challenging to decide in what way we should implement the branching dialogue so that we could have a dialogue tree with choices for the player to choose from. This would extend beyond just having a linear storyline for the player to click through in the dialogue scenes. We initially explored a node-based graph option within Unity, but it proved to be tedious and not as intuitive. Instead, we opted to integrate Ink, a narrative scripting language, into Unity to help with keeping track of the branching dialogue.

**Changes in plan/scope:**

- We changed the storyline from the boy being the one who caused the fire in the hotel and his mom's death. Instead, it will be the maid and the technician who cause it. The lifeguard and cook will be involved in their own crime of drowning a person as a sort of distraction.

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

| *Progress Report* Tasks: | *Requirements and Design Document* Tasks: | *Implementation and Testing Document* Tasks: |
|---|---|---|
| 1. Team member - **Anika** <br> 2. Project Description - **Tweeti** <br> 3. Accomplishments - **Joseph** <br> 4. Challenges - **all** <br> 5. Contribution - **all** <br> 6. Plans for next increment - **Supriya** | 1. Overview - **Tweeti** <br> 2. Functional Requirements - **Tweeti** <br> 3. Non-functional Requirements - **Alec** <br> 4. Use Case Diagram - **Supriya** <br> 5. Class Diagram and/or Sequence Diagrams - **Joseph** <br> 6. Operating Environment - **Anika** <br> 7. Assumptions and Dependencies - **Anika** | 1. Programming Languages - **Anika** <br> 2. Platforms, APIs, Databases, and other technologies used - **Supriya** <br> 3. Execution-based Functional Testing - **all** <br> 4. Execution-based Non-Functional Testing - **all** <br> 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 | ● Implemented design of dialogue & text for text-based portion of game including graphics, UI, and writing the dialogue itself <br> ● Researched different methods for implementing branching dialogue and choices <br> ● Added branching dialogue and choices to the text-based portion of game by integrating the Ink scripting language into Unity <br> ● Generated ideas for enemy features and possible special items |
| Thuyvan Vulam | 2, 3, 5 | 3, 5 | 3, 4, 5 | ● Researched how to create a respawn to checkpoint script <br> ● Added color changing feature to checkpoints to let player know that checkpoint has been reached <br> ● Added Story Mode button to level selection menu <br> ● Created a spotlight script to follow player around <br> ● Integrated Anika Patel's object pickup script with my own to trigger a spotlight effect <br> ● Created a transparent material to dim objects and background |
| Joseph Ene | 3, 5, 7 | 5 | 3, 4, 5 | ● Doors transitioning to other scenes scripting <br> ● Rooms with a keys inside User Interaction Scripting <br> ● Added Maid Cleaning Cart Enemy <br> ● Pause Menu Scripting <br> ● Key Collection Scripting <br> ● Level 2 Level Design |

| | | | | |
|---|---|---|---|---|
| | | | | ● Level 2 Platform implementation |
| Anika Patel | 1, 3, 4, 5 | 6, 7 | 1, 3, 4, 5 | ● Created player control script for keyboard<br>● Implemented UI buttons<br>● Touch control script for joystick<br>● Touch control script for buttons<br>● Added animations to player movement<br>● Script for item pickup, scene switch, etc. mechanism<br>● UI Image trigger mechanism<br>● Code/Style Guide |
| Alec Amico | 5 | 3, 5 | 2, 3, 4 | ● Hazard Spawn Script<br>● Player control script using CrossPlatformInputManager, including the MobileSingleStickControl in order to easily test between touch and keyboard controls<br>● Level One Design<br>● Level One Implementation<br>● Ladder Implementation<br>● Various hazards to use with Hazard Spawner<br>● Fixed player stuck on wall issue |

**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**

Overall:

- Finish remaining 3 levels and conclusion level
- Develop a more detailed dialogue tree now that the storyline is solidified

For each level:

- Add functionality of lives for the player
- Add ability for loading/storing the game
- Implement ideas for challenge portions of level

**7) Link to video:** https://youtu.be/Y00HC6pc-pQ

# 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 continued to work on the design of the text-based portion of the game by adding in branching dialogue and choices. After exploring different options to accomplish this, she chose to integrate Ink, a narrative scripting language, into Unity. She also worked on generating ideas for enemy features and possible special items.

- Thuyvan Vulam worked on respawning the player to the closest checkpoint, after hitting a trigger. She also added a script to the checkpoint that changes the color of the flag after it has been reached by the player. She also worked on creating a transparent background to dim the screen, as well as a spotlight effect to help the player navigate through the level. She also added a Story Mode selection to the level selection menu.

- Joseph Ene worked on a script for handling the level 2 key collection mechanic, pause menu UI element interaction, doors in a level transitions. He designed the level 2 platforming environment. He added level 1 and level 2 buttons to the level selection scene. He created a layer used to recognize door interaction. He revised the original class diagram for the project.

- Anika Patel worked on a script using the collision mechanism to create features that allowed item pickup, triggering the ghost challenge part of the level based on item possession, showing ghost dialogue when the player passes by, tracking checkpoints for respawning, and scene transitioning.

- Alec Amico implemented climbing ladders and reworked the player script. He also worked on creating hazards such as falling objects. Aside from these things he created the map design for level one.

**c. a demo of the current project**
- Show the checkpoints, menu, levels, dialogue scenes, ladders

**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 changed the storyline from the boy being the one who caused the fire in the hotel and his mom's death. Instead, it will be the maid and the technician who cause it. The lifeguard and cook will be involved in their own crime of drowning a person as a sort of distraction.

**e. only for the first and second increment, talk also about your plan for the next increment (what features will be completed in the next increment).**

- Our plan for the next increment is to finish up our game, "Killer Among Us." This includes completing the last 3 levels and conclusion level. We will be implementing ideas for the challenge portion of our levels and items that will aid the player. We will also be developing a more detailed dialogue tree and adding to the text-based portions of the game now that the storyline is solidified.

That concludes our video. Thanks for watching!