

Progress Report

- Increment 1 -

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 that the killer is actually the kid himself.

3) Accomplishments and overall project status during this increment

- Overall, learned more about the Unity platform by exploring its layout, options, and tools
- Figured out animations: cutting sprites, animating sprites, using scripts with sprites, using Unity animator
- Explored different control methods (touch control, joystick control, etc)
- Researched and practiced adding tile maps and tiles to the project (background, foreground, etc.)
- Researched and developed a practical and standard method for delivering dialogue to the client during the text-based segment of a level (ex. The suspect confrontation dialogue)
- Established a cohesive and fairly detailed storyline for the game system
- Researched and practiced menu design and scene transitioning

- Decided on a standard set of sprites and assets to use in the interim as the graphics for the game system with the intention of replacing them with original assets if allotted development time permits
- Researched and practiced adding sound assets to the game system and allowing device hardware to pick up the sounds from the game system.
- Explored various use cases for the Rigidbody 2D, Collider 2D, and Tilemap Collider components.

Project Status at the end of increment 1: We have researched, practiced, and standardized many of the features that are consistently present in each level. We have worked one level without a detailed division of tasks in order to figure out what needs to be done. This was so certain tasks could be grouped together in the future in order to minimize time wasted waiting on other members to finish overlapping tasks. In regards to the current scope of the game system, we initially proposed to have 5 levels. However, we have increased that to 7 levels to allow for practice utilizing the Unity game engine for developing levels for the project. The 2 additional levels are also an “intro” and “conclusion” level for the purpose of the story, while the remaining 5 levels are for the 5 suspect characters. We have only worked 1 level out of the 7 levels currently established as the scope of the project.

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

Issues/Challenges:

- Our biggest issue was with merging branches on Github. When we tried to consolidate each individual’s separate branches onto one branch, there were a ton of merge conflicts. This may have been because of the large amount of temporary files and large asset files that Unity generates. In order to deal with this, we decided to work off of one branch instead of having everyone have their own branch that would later have to be merged. Each individual would have their own assets in separate folders, but on the same Github branch. We will try to focus on using this strategy for the next increment.
- We had technical issues with the Github extension within Unity as the extension is not very user-friendly and is a little buggy.
- Initially, we had trouble splitting up tasks to do for the game. However, the process of developing the “intro” level has helped us realize what specific tasks go into making levels. Therefore, for the future, we now have an idea as to how to go about dividing tasks between team members.

Changes in plan/scope:

- We decided to keep a more linear storyline for now and add an option for the player to choose who they think killed the mother if there is time later. Instead, the text-based portion will focus more on how the game characters interact with the player in terms of attitude and emotion. (This is considered to be a change in our project description)
- We adjusted certain aspects of the storyline and added more characters for suspects and obstacles for each level.
- We added an intro level and a conclusion level for the purpose of the story, and so the project scope is now 7 levels.

5) Team Member Contribution for this increment

<i>Progress Report</i> Tasks: <ol style="list-style-type: none"> 1. Team member - Anika 2. Project Description - Tweeti 3. Accomplishments - Joseph 4. Challenges - all 5. Contribution - all 6. Plans for next increment - Supriya 	<i>Requirements and Design Document</i> Tasks: <ol style="list-style-type: none"> 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 	<i>Implementation and Testing Document</i> Tasks: <ol style="list-style-type: none"> 1. Programming Languages - Anika 2. Platforms, APIs, Databases, and other technologies used - Supriya <p>NOTE: Sections 3-5 are omitted</p>
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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	<ul style="list-style-type: none"> Helped choose graphics for characters Learned basics of animation scripting Implemented design of dialogue & text for text-based portion of game including graphics, UI, and writing the dialogue itself Researched a mechanism for scene transitions
Thuyvan Vulam	2, 3, 5	3, 5	-	<ul style="list-style-type: none"> Helped choose graphics for characters Learned basics of animation scripting Learned how to create a ghost floating script animation Researched how to create a respawn to beginning script
Joseph Ene	3,5,7	5	-	<ul style="list-style-type: none"> Helped choose graphics for characters Player control script Camera follows player script Animation scripting
Anika Patel	1, 3, 4, 5	6, 7	1	<ul style="list-style-type: none"> Helped choose graphics for characters Learned basics of animation scripting Created player control script for keyboard Implemented UI buttons Touch control script for joystick Touch control script for buttons Added animations to player movement

Alec Amico	5	3, 5	-	<ul style="list-style-type: none"> Helped choose graphics for characters Animation scripting Player, Hazard, & Enemy Collisions Hazards & Enemies
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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 more levels (ideally, 2 more levels)
- Solidify more of the storyline and develop a detailed dialogue tree
- Develop a more sophisticated class/mechanism to share data between levels (this would also help in creating better and more detailed class/sequence diagrams for the next increment)

For each level:

- Make the next levels longer
- Add functionality of lives for the player
- Add functionality of checkpoints & ability to pause the game
- Add “challenges” near the end of levels (like “boss” challenges)
- Add more kinds of obstacles/enemies throughout

7) Link to video: https://youtu.be/57n9_PHLNXA

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

- Initially, everyone helped in designing the overall game and choosing graphics for characters. We also all spent some time learning how to use Unity in general and the basics of animation scripting. From there, we were able to split off into individual tasks.
- Supriya Palli contributed to the design of the text-based portion of the game, including the graphics, dialogue, and user interface. She also worked on a mechanism for scene transitions.

- Thuyvan Vulam worked on editing the animations of ghost background characters, such as a floating animation for a group of ghosts. She used Photoshop to create a new image consisting of many different ghosts. She also worked on respawning the player to the beginning of the level and graphics for the suspect characters.
- Joseph Ene designed the title screen menu layout and developed the script that allows for interaction with the buttons on the title menu to allow transitions to other scenes in the game. Joseph also developed the script that allows the camera to follow the player around and manipulate the camera's location at runtime. He also developed the settings menu slider for changing the in game audio volume.
- Anika Patel worked on controls for the player. This included general keyboard controls, and additional touch screen controls. She created both joystick and button based controls, and eventually the group agreed upon button controls, so she proceeded to improve those controls. This included creating smooth controls, using the animator to add animation to controls, and choosing sufficient speed and gravity.
- Alec Amico worked on implementing collisions between the Player and Hazards. This included creating separate layers in order to create collisions between these objects & implementing these features into the player object. He also worked on enemy animations and patrol patterns. Finally, he developed the ability for player deaths from Hazards and Enemies.

c. a demo of the current project

- Show main menu
- Show initial part of platform portion (can cut out doing the rest of the platform level)
- Show reaching the hotel and transition to text-based portion
- Show text-based portion with character dialogue

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 went from having 5 levels to having 7 levels. 5 levels will serve as the main storyline levels and the first and last will be there for the purposes of adding context. The first level, level 0, will introduce the setting and story and will serve more as a prologue level. The last level will serve as an ending, to answer the question the player was searching answers for throughout the game.
- More suspects were added in order to create a more drawn out and complex storyline and provide the player with more evidence to think about.
- There will be two options to choose when it comes to levels, one will be general gameplay and another will focus on just the story portion, and include the last part of the level where the character speaks to the suspect.

- In terms of dialogue interaction, the player will be able to interact with suspects at the end of each level, however the responses the player will choose will not impact the storyline but show a change of emotion or reaction. We may or may not implement the player's choice to choose the killer at the end.

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 continue to expand upon our game, "Killer Among Us." We are aiming to complete 2 more levels that will be implemented with more depth than the intro level. These levels will include more features such as lives for the player, checkpoints, challenges, and more types of obstacles and enemies. The levels will also be longer in length with a more developed storyline for the text-based portions of the game.

That concludes our video. Thanks for watching!