**Progress Report**

**- Increment 1 -**

**Group #11**

# Team Members

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1. **Project Title and Description**

Dreamscapes ™ is a visual novel game with an exciting and immersive storyline game that puts you in the driver's seat of a dreamscape narrative. As you progress through the dreams, you'll encounter unexpected moments where you must make decisions by answering questions with multiple choices that will directly impact the outcome of the story. This offers a personalized and unique experience every time you play and makes you “never want to wake up.”

1. **Accomplishments and overall project status during this increment**

Overall, we have a good foundation for how we will be building our project from here on out. We have divided up the project in terms of each person’s role and their part of the code base. Everyone has also been spending the first increment planning their section of the game, allowing us to start working on the details and implementing more features.

* Outline of overall narrative concept
  + During this increment, our project solidified the main concept of the game and the two different endings the game could fall under – whether the user is able to wake up from the dream or not. We also outlined how each chapter is a separate story in which each of our team members will work individually on to deliver a narrative complete with dialogue, visual assets, and music. Each story was also determined to include a minigame for increased user interaction and immersion.
* Game Platform Decision
  + After researching the potential platforms available to deliver our game – of which include Ren’Py, Unreal Engine, and Unity – our team decided on utilizing Ren’Py to program our game on. This is slightly different than our initial expectations since we expected to use the more well-known platforms of Unreal Engine and Unity. Due to Ren’Py’s capabilities in developing branching storylines as well as ease of usage in writing dialogue, it was considered the best choice due to its compatibility with our project’s functional requirements.
* Storyboarding & Scripting
  + Our team conceptualized the main story and determined the main endings available for each chapter. Some of our team has completed storyboards displaying the key details that occur in the storyline while others have started scripting dialogue to be implemented in the game. This planning has aided our team in determining the different possible choices that impact the branching paths found within our game.
* Set up overall framework for the game
  + The script/gameplay was initially entirely in one file. This would mean that once more of the code is implemented, the file would be inconveniently long and unorganized. As a result, we split up each chapter into individual files that get called from the main script file. Additionally, we started setting up different folders to hold and organize digital resources for each chapter. This will not only organize the code/project, making it easier to debug and edit, but can make the files easier to manage on GitHub, preventing merge conflicts as everyone will be working on different files.
* Menu
  + The art for the title/menu screen was created and a simple animation was added to make it more interesting. Additionally, there was some customization added to the default Ren’Py menu structure. The selection buttons were centered on the screen and the original sidebar was removed for a simpler/cleaner look.
* Artwork
  + Visual asset usage was explored. The main character for one of the chapters was drawn, colored, and shaded. They were also given multiple character expressions given the scenario of the story. It was determined that a combination of original and properly licensed assets would be used to create our project. In addition, AI has been used to help generate some of our story's characters.

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

* Game Engine Problems
  + The first challenge of this increment was deciding on what game engine we wanted to use. Initially, we decided on using Unity because it is a popular and frequently used platform. However, after doing research and watching tutorials on how to create a visual novel using Unity, we realized that it would not be feasible to completely create the game from scratch by the deadline. When we researched possible frameworks in Unity to aid in creating visual novels, the recommended/popular ones were over $100. Since we had Ren’Py as a backup option and saw that it was not only easy to use but had notoriety (creating games like Doki Doki Literature Club), we decided to move forward with Ren’Py as our platform.
* Use of digital assets
  + A challenge that we have identified but haven’t fully addressed yet is how everyone will be obtaining the art to use for their stories. Some of the art will be designed and drawn by us; however, it does not seem feasible to have it all be original. We decided that some of our project will be using free assets but have not yet specified exactly which parts.

1. **Team Member Contribution for this increment**

Alexis Amoyo

1. For the Progress Report, I wrote the project title and description (Section 2) and edited it from the initial version written for the project proposal. I contributed heavily to the Accomplishments and Project status for the Increment (Section 3) by outlining our general achievements so far (Outline of the Overall Narrative Script, Menu, Artwork, etc.) and wrote in the descriptions of these points for the outline, game platform decision, storyboarding & scripting, and artwork.
2. For the RnD document, I completed the Assumptions and Dependencies (Section 7) and Operating Environment (Section 6) sections on my own by describing the capabilities of the version of Ren’Py we were using and breaking down possible assumptions that may be susceptible to change. I also heavily contributed to the Non-functional (Section 3), Functional (Section 2), and Overview (Section 1) sections of the document. For Section 2 and 3 I added many of the core requirements necessary for the implementation of our game and in Section 1 I added a paragraph describing the game in more detail.
3. I contributed minimally to the IT document by listing the Programming Language (Section 1) and Platforms (Section 2) used.
4. I performed initial experimentations with the platform and drew the original concept of a character in my game. I also completed the storyboard with choices and endings for my chapter. Currently, I am halfway through writing character dialogue to be directly implemented into the game.
5. Added to challenges and changes in scope in the video’s script outline.

Katelyn Fischer

1. For the progress report, I recorded and uploaded the video for section 7.
2. For the RD document I contributed minimally by helping brainstorm our functional and non-functional requirements and reviewing what we came up with.
3. For the IT document I wrote the Execution-based Functional Testing (Section 3), Execution-based Non-functional Testing (Section 4), and Non-execution-based Testing (Section 5).
4. I contributed by testing our code on a Windows machine and testing that the game flows through our chapters smoothly over different files. I also wrote a script for my chapter that will directly translate into coded dialogue in the game.
5. I recorded and uploaded the video with an overview of our project, our current progress on the project, and a short demonstration of what we have so far.

Hannah Housand

1. For the progress report, I looked into resources for free artwork.
2. For the software requirements and design document, I created the Use Case Diagram, the Class diagram and contributed to the sequence diagrams.
3. For the implementation and testing document, I suggested some of the forms of testing, and specifically the tests, we should do to test the requirements we have for our software.
4. For the source code, I began writing a script for my chapter.
5. Concerning the video and presentation, I did not really contribute at all, as all I did was review the video before submitting it.

Olivia Mei

1. In the Progress Report, I completed section 4 (challenges) and section 6 (plans for the next increment). Additionally, I contributed to section 3 (accomplishments) by elaborating on the overall framework of the project and the progress on the menu screen, as well as addressing our overall project status.
2. In the RD Document, made significant contributions to sections 2 by coming up with many of the functional requirements, grouping them in sections to improve readability, and adding priority levels to all requirements. Also contributed to section 3 by adding a few nonfunctional requirements.
3. In the IT Document, completed sections 1 and 2 which just talked about the languages and technologies being used in our project. Also added 1-2 sentences in sections 3, 4, and 5 each to add specificity in how we tested our project so far.
4. For the source code, I storyboarded my chapter, including details about all player choices and consequences, minigames to create, and all possible endings. Also drew/animated the main menu screen and helped draw one of the characters in Alexis’ chapter. Additionally, altered the Ren’Py default files to customize the main menu screen layout and programmed the script file so that each chapter can be written in separate files.
5. Helped write an outline for what talking points should be covered in the video.

Sophia Quinoa

1. For the progress report I added a few things to section 3.
2. For the RD Document, I created the Sequence diagrams and contributed to the class diagrams. The sequence diagrams took up a lot of my time this week because I had never created one before and had to do lots of research and practice to try and get it right.
3. Honestly, by the time I was done with other parts of this project, the IT document was already finished. So, I didn't contribute much to it beyond talking with our team about what to include while I focused on the RD document.
4. For the source code, I have just started to implement my story into the app and started to get my chapter moving along.
5. Regarding the video and presentation, my contribution was minimal; my only involvement was checking the video before it was submitted.
6. **Plans for the next increment**

In the second increment, our first goal is to finish writing, editing, and refining the scripts for each of our stories. We then want to implement the overall narrative of our stories in code to ensure that our ideas are feasible. In addition, we will start working on some of the other high priority functionalities by customizing the save options. If time permits, we plan to find assets or create original artwork for the game and implement some of the minigames embedded within the stories. Otherwise, we will use temporary placeholder art and code just to ensure overall functionality of the game.

1. **Link to video**

<https://youtu.be/sxVM3H0gqsU>