**Progress Report**

**- Increment 2 -**

**Group #11**

*Please use this template to describe your progress on the group project in the latest increment. Please do not change the font, font size, margins or line spacing. All the text in italic should be removed from your final submission.*

# Team Members

Alexis Amoyo: aga21a, alexis-amoyo

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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**

During this increment, our team collectively advanced on our respective chapters, ensuring each contains at least one interactive decision point for the user. We've implemented placeholder images for characters and backgrounds where necessary. Additionally, we’ve customized some saving and loading functionalities in the game, after making some changes to the requirements. Our custom chapter saves are persistent between playthroughs, allowing users to return to replay parts of the game. The project is now visibly taking shape and moving closer to our envisioned outcome.

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

* Time: Due to the spring break as well as the previous increment getting moved, it was difficult to make progress for this increment. Even so, we were able to start adding more code to our project and begin integrating our stories together. This does put more pressure on us to complete more aspects of our game, such as minigames and unique assets, by the final increment, but this should be feasible. Because of these time constraints and realizing that some aspects of the project may take more time, we are also considering removing one of the stories so that someone can focus on the overall game functionality and aesthetics.
* Assets: It has been challenging to create unique assets alongside the development of the game. Assets for backgrounds and characters currently have placeholders to give us an idea of when to show and hide their models, but at present our team still intends to use our own unique assets. If time does not permit, we will use free assets to replace these placeholders.
* Requirement changes: While implementing our custom save and load functionalities according to the original requirements, we determined that the original requirement of being able to access previously completed chapters anytime during the chapter was not feasible. As a result, we ended up altering some of the original requirements for the game to work correctly. Now, the visited chapters are accessible from only the main menu screen instead of directly from the pause screen.

*Please describe here in detail:*

*- anything that was challenging during this increment and how you dealt with the challenges*

*- any changes that occurred in the initial plan you had for the project or its scope. Describe the reasons for the changes.*

*- anything that went wrong during this increment*

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

*Please list each individual member and their contributions to* ***each of the deliverables in this increment*** *(be as detailed as possible). In other words, describe the contribution of each team member to:*

* 1. *the* ***progress report****, including the sections they wrote or contributed to*
  2. *the* ***requirements and design document****, including the sections they wrote or contributed to*
  3. *the* ***implementation and testing document****, including the sections they wrote or contributed to*
  4. *the* ***source code*** *(be detailed about* ***which*** *parts of the system each team member contributed to and* ***how****)*
  5. *the* ***video or presentation***

Alexis

1. For the Progress Report, I briefly outlined our future plans for game development and what the final product should look like at minimum. I also determined some of the challenges we faced this increment, such as time and asset usage.
2. I added my chapter’s functional requirements to the RND document, outlining the number of minigames, endings, and decision trees to expect.
3. For the IT document, my contributions are the same as the last increment.
4. For the source code, I programmed the beginning of my chapter and divided it based on the number of days in my story (4). I also implemented the first scene in the game with placeholders for backgrounds and characters that I have yet to design. I also implemented the first decision tree that occurs that leads to one of the bad endings in the game. I also proceeded to write some of the story of the first investigation day with place holders for future decision trees.
5. Video

Katelyn

1. For the progress report, I reviewed the accomplishments and challenges sections for this increment.
2. For the RD document, I added my chapter's functional requirements and reviewed our previous requirements to see if they were still applicable.
3. Nothing needed to be added to the IT document.
4. I contributed to the code for chapter three and added placeholder assets for the characters and background.
5. I recorded and edited the video.

Hannah

1. For the progress report for this increment, I added my individual contributions and looked over everything else.
2. For the Requirements Document, I added my individual chapter’s requirements and the textual descriptions of the use cases we have so far.
3. We didn’t add anything new to the Implementation and Testing document, as we have just continued our same functional and non-functional testing as stated in the first increment.
4. Concerning the source code, I added some code into my chapter script, and a couple of photos to use as scenes and characters.
5. I was not able to really contribute a lot to the video.

Olivia

1. For the progress report, I added some accomplishments and challenges to their respective sections (3 and 4). In the accomplishments section, I just added some more details relating to the save functionality that was implemented this increment. For the challenges section, I added some concerns we have for the time section and added a point about how we had to change some of our functional requirements due to difficulties implementing the original ones. I also added a sentence to the plans for the next increment (Section 6).
2. For the RD document, I altered some of the previous save-related functional requirements (Section 2). Additionally, I added some more requirements related to my chapters.
3. For the IT Document, I did not add anything new during this increment.
4. Four the source code, I added all the functional requirements as issues in the GitHub. I also wrote the code for our custom save requirements. This includes writing the code for the chapter screen at the main menu and creating thumbnails for the chapters. As long as there are no bugs, most of the related requirements to save/load should be fulfilled now. Additionally, I completed the functional requirement related to adding title screens before each chapter.
5. I suggested a couple talking points for the video.

Sophia

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2. For the RD Document, I added requirements related to my chapter.
3. The same as the last increment. Not many changes were made.
4. I've launched the development of the first chapter, with the initial scene set and placeholder images for visuals. The first user interaction is in place, and I'm ready to advance the coding and conclude the chapter.
5. My contributions are the same as the last increment
6. **Plans for the next increment**

In the final increment we intend to produce a completed version of our game that fulfills our functional and non-functional requirements to the best of our abilities. There should be 5 story chapters along with a 6th bonus chapter if the user completes all the good endings. Some mini games and decision trees should be implemented in order to reach these endings while keeping the user engaged. If we have time after creating all the basic functionality, we want to add more customized features to personalize the game more and create a smoother user experience.

1. **Link to video**

*Paste here the link to your video.*

https://youtu.be/sqh3J4Kz5MU