**Progress Report**

**- Increment 3 -**

**Group #11**

# Team Members

Alexis Amoyo: aga21a, alexis-amoyo

Katelyn Fischer: kgf20, katfish11

Hannah Housand: hjh21a, hannahhous

Olivia Mei: om21, olivesmoo

Sophia Quinoa: saq20a, sophiequinoa

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**

In this increment, our team collaborated to finalize our individual chapters and add the necessary finishing touches to ensure our game's completion. We replaced placeholder assets with the intended final images, enhancing the overall visual experience. Our focus was on ensuring that the interactive decisions within each chapter function smoothly and that any identified bugs were resolved. We implemented a persistent custom chapter save system, allowing users to seamlessly return and replay specific parts of the game at their convenience. Additionally, we managed to incorporate some additional artifacts like minigames, making the game more immersive. With these final adjustments and improvements, our project has reached its conclusion, resulting in a polished and fully functional final product.

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

* Time: Due to exams and projects for other classes, it was difficult to make time for this project and our original plans for it. As such, we had to reduce the number of chapters we had to account for our time constraints. Even so, we were able to finish our respective stories with assets for each character and increment. This allowed us to focus more on the overall game functionality and aesthetics.
* Assets: It has been challenging to create unique assets alongside the development of the game. While most characters have unique assets designed by us, others may reuse character models or use Stock backgrounds taken for free on the internet. This option worked best for our team given the time constraints and still allowed us to implement unique character models and backgrounds to an extent.
* Requirement changes: We have reduced the number of chapters for our game from 5 to 4. This will allow us to create more in-depth stories that focus on quality over quantity. Other low priority, chapter-specific requirements have changed that reflect this, such as reducing the number of mini-games or decision trees. Additionally, we have reduced the scale of some other requirements (such as warning the user about progress loss as opposed to prompting them to save), while other requirements were added (such as requiring persistence between playthroughs for certain variables).

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

Alexis

1. For the Progress Report, I briefly outlined some of the challenges we faced this increment, such as time and asset usage.
2. I changed my chapter’s functional requirements to the RND document, reducing the number of mini-games and decision trees.
3. For the IT document, my contributions are the same as the last increment.
4. For the source code, I programmed decision trees and mini games and finished my 51 page story. All of the dialogue was converted into a format readable by RenPy with appearances of characters that are speaking given the context and background. I added 4 bad endings, 2 of which are determined by decision tree choices and 2 of which occur due to failure to complete a set of quick time mini-game events. I also implemented a game over global variable to determine whether the user can continue playing through each day of the story.
5. My contribution to the video is the same as the last increment.

Katelyn

1. For the progress report, I reviewed the accomplishments and challenges sections for this increment.
2. For the RD document, I 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 two and added the finished assets for that chapter to the game.
5. I helped with the script of 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 checked on 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 finished up my choices so that my chapter is completed with dialogue and images.
5. I helped record the video and edit it to make sure it was up to standard.

Olivia

1. For the progress report, I added some things to the challenges section (4) and a single sentence to the accomplishments section (3).
2. For the RD document, I edited some of the functional requirements to better suit what we currently have.
3. For the IT Document, I did not add anything new during this increment.
4. For the source code, I created the ending chapter that plays when all previous chapters are completed. I also implemented the functionality that checks if each chapter reaches a good ending. Because I decided to take out my chapter due to time constraints, I had to edit the previous checkpoint functionality code to reflect the new chapter assignments. I also added an indicator in the main menu chapter screen that marks if a chapter has already been successfully completed. Additionally, I edited the player's name to be persistent across playthroughs. Finally, I helped Alexis draw 4 of her characters.
5. I helped record the video.

Sophia

1. Progress report - 3
2. For the RD Document, I changed the requirements to what my chapter ended up with like how many outcomes and decisions the user will be able get or make.
3. Not many changes were made.
4. I've launched the development of the third chapter, I replaced placeholders with images of the actual characters. I completed all the decisions for my chapter and the finishing scenes. I polished off any bug fixes and made sure the project was complete,
5. My contributions are the same as the last increment
6. **Link to video**

[*https://youtu.be/I5VovEy6Zlg*](https://youtu.be/I5VovEy6Zlg)