**Progress Report**

**- Increment 2 -**

**Group #7**

# Team Members

github link:<https://github.com/sfhall/grandeur>

Sarah Hall - sfh17 - sfhall

Emily Schall - ers19i - Aavacado

Justin Williams - jaw18e - JustWiII

Ahmed Alaoui - ama18c - ahmed-alaoui

1. **Project Title and Description**

*Grandeur* - a 2D puzzle platformer video game that revolves around finding 8 keys which are earned by “quests” (puzzles/minigames or achievements) in order to open the large door blocking your exit from a mysterious castle.

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

In this increment we focused on the bare bone necessities of our game, so we implemented player movement (including camera focusing on the player), the main menu, and the ability to enter new levels. We also created a prototype for “Level 0” which will be the room where the player can access the other levels, see the main door, and how many locks there are remaining (locks remaining to be implemented). Key objects and mechanisms to pick up keys were also added, as well as an overlay for the player to track their key progress.We also added a combat system to the player and an enemy script to apply to future enemy sprites.

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

We sadly lost a team member this increment, so we had to adjust from 10 keys/levels to 8. We also had to create a new github and new unity project due to issues setting it up before, so that took a lot of our time. We finally have github working mostly smoothly with unity now.

1. **Team Member Contribution for this increment**
   1. **progress report**: sarah: 1 - 6, emily 3,6
   2. **requirements and design document***:* justin: 4-5
   3. **implementation and testing document**: sarah 1-5, emily 2-5
   4. **source code**
      1. justin - PlayerMovement.cs, CharacterController2D.cs, DashMove.cs that implements fluid player movement with double jumps and a dash. PlayerCombat.cs, Weapon.cs, Bullet.cs, Enemy.cs that implements player animations for combat actions, attacking enemies, and affecting the enemies health until it is killed.
      2. emily - implemented MainMenu scene in the new unity project (using Rachel’s resources from previous increment), added Key related mechanisms (KeyPickup.cs, PlayerKeys.cs) as well as UI overlay of current keys
      3. ahmed - implemented the Cinemachine which focuses on player as it moves throughout the scene
      4. sarah - new github and unity project, load scene functionality in playerMovement.cs
   5. *the* ***video or presentation***
      1. Ahmed - Editing and publishing of the video
      2. Everyone- Audio portions describing our current iteration.
2. **Plans for the next increment**

The next increment we will be working on menus (settings menu, escape menu during gameplay), character stats, and each of our 2 levels. This means planning and executing level design for each level to obtain all 8 keys. Global data tracking must also be implemented to keep track of information between scene transitions, as well as the ability to save and load data.

1. **Link to video**

[*https://youtu.be/i1SZCUplJsk*](https://youtu.be/i1SZCUplJsk)

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