**Progress Report**

**- Increment 3 -**

**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**

8 levels completed along with individual functionalities for each.

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

* For level 7 I planned to have a drag and drop puzzle but I was not able to implement it in time, so I have to change to a much simpler puzzle. We were also unable to implement key pickup between scenes. - Sarah
* For level 5, the projectiles we intended to be infinitely spawning until the player finished the level, however complications with colliders and prefabs made the implementation difficult.
* For level 0, there was supposed to be a “Grand Door”, however without the ability to track the number of keys obtained between scenes, the “Grand Door” was removed.

1. **Team Member Contribution for this increment**
   1. **progress report**: everyone
   2. **requirements and design document***: from last iteration*
   3. **implementation and testing document**: *from last iteration*
   4. **source code**
      1. justin - (level 5 & 8): DeploySwords.cs, projectileDamage.cs, projectile.cs, HazardDamage.cs, PlayerHealth.cs, Boss.cs, Boss\_Run.cs, Boss\_Enrage.cs, BossWeapon.cs, BossHealth.cs, Level8Script.cs, HealthBar.cs
      2. emily - (level 1 & 4): Spike.cs, MovingPlatform.cs, MovingPlatformTransporter.cs
      3. ahmed -(level 3 & 6): spikeDeath.cs(death&respawn level 6), level6 (level6.unity), level3 (level3.unity)
      4. sarah - level 2 (ActivatePlatforms.cs), level 7 (GemPuzzel.cs), exit door unlocking/scene loading (OpenDoor.cs), scene loading on level 0 (LevelZeroScript.cs)

began transferring of player data between scenes (PlayerData.cs) and beginning of in game menu functionality (gameMenu.cs) that was scrapped due to time constraints

* 1. *the* ***video or presentation***
     1. Ahmed - Editing and publishing of the video
     2. Everyone- Audio portions describing our current iteration.

1. **Plans for the next increment**

n/a

1. **Link to video:** [**https://youtu.be/8JG7KSZuodw**](https://youtu.be/8JG7KSZuodw)