**Progress Report**

**- Increment 2 -**

**Group #28**

*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

*William White, WSW21, sheldon904; Ben Semenov, BMS21C, Directs1;* *Julian Schumacher, jgs21h,* *julian1111111; Reid McClellan, rtm21a, Reid McClellan.*

1. **Project Title and Description**

***Adventure Jump:*** *A platformer game where player must avoid and deal with aggressive mobs, and collect tokens, progressing through increasingly difficult themed levels to reach an eventual final boss and defeat it, winning the game.*

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

*In this increment, we have developed a cogent story for the game, incorporated themed mobs and collectables for each of our five levels, and have begun creating levels matching the themes we devised in our story. We have animated our mobs, and incorporated new visual assets to delineate between themes.*

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

*Our knowledge of the Godot ecosystem is still limited. As a result, we found it difficult to integrate each of our levels into a single cohesive gameplay. We decided to expand upon our original vision, and have multiple levels, with distinct themes, each presenting its own challenges, and mobs. We wrote a story, and landed on a game play mechanic very similar to that of our original game. It was challenging to figure out how to make the mobs attack instead of dealing damage just by contact. Furthermore, we found it difficult to decide and implement how the collectables would be used.*

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***

***Sheldon***

* ***Made all aspects of the Ice world level, including skeleton mobs, ice collectables, ice themed assets, and enlarged playable world.***
* ***Wrote sections 1-5 of the progress report.***
* ***Wrote sections 1-3 of the IT document***
* ***Wrote sections 1,3,6 of the RD document***

***Julian***

***Ben***

***Reid***

1. **Plans for the next increment**

*If this report if for the first or second increment, describe what are you planning to achieve in the next increment.*

1. **Stakeholder Communication**

*Draft an email communication to the stakeholders of the project succinctly communicating progress and current project status. The email should be intended for a non-technical audience that is expertly aware of the domain your application is designed for. You may not “break the fourth wall” or otherwise refer to the course in the email, instead, you should think about how setbacks or issues you encounter may reflect setbacks that happen in the larger context of production software development and explain them as such. The email should not exceed 500 words.*

1. **Link to video**

*Paste here the link to your video.*