**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 1-6 of the progress report.***
* ***Wrote sections 1-3 of the IT document***
* ***Wrote sections 1,3,4,6 of the RD document***

***Julian***

***- Section 7 Progress Report***

***- Section 2 IT***

***- Section 5 IT***

***Ben***

***-Created nature level, using frog enemies, cherry collectibles, and larger play area***

***-RD Doc Section 2,5,7***

***-It Section 3,2***

***Reid***

***-made the video for dark world***

***-made dark world level***

***-helped with Non-functional section for RD***

***-Helped with plans for next increment on the Progress repo***

1. **Plans for the next increment**

*We wish to implement a system where “gold” or the tokens acquired during game play can be used in some manner, either to unlock some new aspect of gameplay, or to acquire objects. We also are going to link each of the detached levels together in a progression after the defeat of a boss for each level. We also want to establish some sort of attack/combat mechanism to enhance game play engagement. We want to enhance the structure of some of the levels, to present a more stimulating and challenging structure for the player to navigate.*

1. **Stakeholder Communication**

*Dear Valued Stakeholders,*

*I hope this message finds you well. I am excited to share the latest developments on our game project and provide an overview of our current progress.*

*New Levels Introduced*

*We have successfully expanded the game's universe by adding several new levels. These additions aim to enhance player engagement by introducing fresh challenges and environments. Each level has been carefully designed to align with our overarching theme and to provide a seamless progression in difficulty and narrative depth.*

*Challenges Overcome*

*During the development of these new levels, we encountered some technical challenges that temporarily impacted our timeline. Specifically:*

*Integration Issues: Merging the new levels with the existing game framework required additional time to ensure compatibility and stability across all platforms.*

*Collision Detection Adjustments: Implementing complex environment interactions necessitated refinements in our collision detection systems to prevent gameplay inconsistencies.*

*Animation Synchronization: Aligning new environment animations with gameplay mechanics involved meticulous adjustments to maintain fluidity and responsiveness.*

*We addressed these challenges by allocating additional resources to problem-solving and by collaborating closely with our technical team to implement effective solutions. These efforts have not only resolved the immediate issues but have also improved our development processes for future iterations.*

1. **Link to video**

[***https://youtu.be/N0Mc69qGu7Q?si=1xUGnHv8J8Ybtifn***](https://youtu.be/N0Mc69qGu7Q?si=1xUGnHv8J8Ybtifn)

[***https://youtu.be/a6xIhNvOl5E?si=cbQMK7XrjYG-xbtw***](https://youtu.be/a6xIhNvOl5E?si=cbQMK7XrjYG-xbtw)

[***https://www.youtube.com/watch?v=xtvyryLKTQE***](https://www.youtube.com/watch?v=xtvyryLKTQE)

[***https://www.youtube.com/watch?v=fYasidljDe8***](https://www.youtube.com/watch?v=fYasidljDe8)