**Progress Report**

**- Increment 3 -**

**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 integrated everything and had a system to link together the levels, resulting in a playable game.*

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

*Learning how to link the levels together presented challenged, ass it was not as easy as we thought. We needed to devise easy way to progress through the game. It was also difficult to get everyone’s levels together into a single cohesive file. There were setbacks in getting members of the team to integrate in time.*

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 changes to the ice world level, adding platforms***
* ***Made the progress report document***
* ***Made the RD document***
* ***Integrated his level into the main game***

***Julian***

* ***Integrated his level into the main game***

***Ben***

* ***Integrated his level into the main game***
* ***Made the IT document***

***Reid***

* ***Integrated his level into the main game***

1. **Plans for the next increment**

*The project is considered to be complete at this level, a further development, if taken at a later time would be to add cut scenes with lore displayed, and maybe a more sophisticated rewards system with unlocks.*

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 functionalities added*

*We have merged everyone’s levels into a single cohesive executable through the Godot engine. The player can now comfortably transfer through levels, reaching the dark game end game level without issues.*

*Challenges Overcome*

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

*Integration levels: it was difficult to figure out a mechanism by which to merge the levels in an easily digestible way to the player. The programming of the obelisk object seemed to be the most pragmatic approach to level progression, placing the object in a difficult to reach place, signifying the end of the level.*

*We did our best to integrate everyone’s contribution into the executable presented to you today.*

1. **Link to video**