

Progress Report

- Increment 1 -

Group #17

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.

1) Team Members

*Please write the **name** of all the team members, their **FSU IDs**, and **GitHub IDs** here.*

Aidan Stresing - as22bf - 83782907 - 156464457 (used personal and school github accounts, sorry!)

Zachary Herman - zsh22 - 148601162

Marat Bickbau - mb22t - 157672249

Andres Norena - aan22e - 157631892

Olivia Coats

2) Project Title and Description

“Mouse Knight”

We are building a 2D top style down video game, it is a “Rogue-Like”, card combat style game set in a forest and the main character is a tiny mouse knight, defeating all the corrupted animals in the forest. The player begins in the lobby, a little village in the forest, where they can learn about the lore and goal of the game and visit shops. The player starts their runs by walking into the bunker scene from the lobby, learning here that they must go on the different paths and retrieve a key to the bunker in order to defeat the final boss. In order to finally make it to the boss scene and be best prepared to win, the player will have to go on their runs and get out before they die and use what they gained to upgrade their character and cards.

The combat style is a card game style, the player has a set of 8 cards they may bring on their run, and be able to switch out their deck in the lobby. Cards will be able to be obtained during runs and the player will be allowed to add those cards in their deck in between rooms. Each card will have its own attack or defend move, each card will also have a set spot/spots out of 4 spots that the player must be on to use that card and set spot/spots for where that attack will hit. The player will have the ability to use a move crystal on each turn, which may be upgraded into 2 further into the runs. Each card will have an elixir amount of one, two, or three, and the player can only use three elixir per round, allowing them to use three weak one elixir cards if they please. The enemies themselves will not have their own cards to use and will just have a set attack and attack tile.

The rooms the player will be able to go to will include large forest areas with many enemies that chase you and then trigger the combat scene and lots of opportunities to gain loot, ie: chests and barrels. There will also be a campfire after each room where the player settles down and is able to end their run there. Each zone will have increasingly harder enemies and give better loot. The player will obtain coins on their run, which will have multipliers, and be able to use them in the shop to buy new cards and upgrades. The player heals using a flask system, in which they will be able to upgrade the amount they hold and the amount of healing it does, you gain some of your flasks back in between rooms at the campfires. The player will not be able to get to a boss at the start and the game will force them to have to mix up their deck and go on several runs to upgrade their character.

3) Accomplishments and overall project status during this increment

Describe in detail what was accomplished during this increment and where your project stands overall compared to the initial scope and functionality proposed.

We have completed the full documentation for the game. We have also completed significant progress on the battle manager scene allowing us to set up enemy encounters. We also set up a flexible system for creating new cards with a card stats resource script that allows us to make many cards very quick.

We have set up the scenes for the lobby area and bunker area, in which the player is able to go back and forth from, and a shop pop up that triggers upon touch.

Currently progress is going smoothly with many of the systems required for combat to function in a good state however we do have concerns regarding our original scope of content for the project. We may not be able to finish all 3 planned zones so depending on the speed of development over this next increment we may need to cut planned content

4) Challenges, changes in the plan and scope of the project and things that went wrong during this increment

Please describe here in detail:

- anything that was challenging during this increment and how you dealt with the challenges*
- any changes that occurred in the initial plan you had for the project or its scope. Describe the reasons for the changes.*
- anything that went wrong during this increment*

There was an issue with the cards and placing them in a grid like pattern for displaying the discard and draw pile, originally the plan was to get the dimension of the card and place them manually, but this quickly gave more headaches than solutions, ultimately the cards needed to be reworked to exist as control elements instead of Node2D elements this allows the cards to use the built in GridContainer node to space them evenly. Likely the same thing will need to be done to the player and enemy scene so that the health bar, intention bar, and status bar are positioned consistently even with different sprites.

It was challenging figuring out the camera style that we want to go for. We knew it was going to be top down style, but with that comes a lot of different variations. We settled on a more bird's eye view camera angle (think "Stardew Valley"). It was challenging to deal with this because we didn't know yet if we wanted the free roam areas to be just the lobby/bunker scene or those plus all the forest rooms during the runs (if it was just the lobby/bunker scene the camera view would have been at a higher angle).

5) 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:*

- a) the **progress report**, including the sections they wrote or contributed to*
- b) the **requirements and design document**, including the sections they wrote or contributed to*
- c) the **implementation and testing document**, including the sections they wrote or contributed to*
- d) the **source code** (be detailed about **which** parts of the system each team member contributed to and **how**)*
- e) the **video or presentation***

Zachary Herman-

I worked on the BattleManager scene as well as managing combat state. This comprises keeping track of turn order, sending attacks between enemies and player. As well as managing player movement between tiles in combat. The battleManger also keeps track of the players cards, this includes the cards in the

discard pile, draw pile, and current hand. This system also allows us to draw and discard cards at will. I also helped write the sections in this progress report for challenges and accomplishments. As well as creating the Use case diagram and class diagram.

Aidan Stresing-

I worked on creating a template for our lobby and bunker scene, where the player is able to back and forth from by walking into an area, it was also made in hopes to find out the top down camera style that we like. With this is a basic character sprite template with strict 4 directional movement and animations that will be filled in with our main characters sprite and animations later. As well as a shop function in which when the player walks up to it a shop Gui appears, which is also still a template. For the progress report I wrote the project description, and some in the accomplishments, challenges, and plans section. In the RD document I wrote the overview, and the functional and non functional requirements. And the very minimal sections 1 and 2 of the IT document.

Marat Bickbau-

I plan to work on implementing sound effects to the Battle Manager and music to the main menu, loading, screen, battles, boss fights, etc.. Since the game will allow you to use a plethora of cards, I plan on making different sound effects for each move. I also plan to make sure the game is properly optimized by adhering to the functional requirements specified in the RD template. For the RD template I wrote the operating environment, assumptions & dependencies section, and added several non-functional requirements.

Andres Norena

My contributions for this increment have been primarily design focused. I worked on character design and world design, helping to establish the overall look and atmosphere of the game. I am also creating tilesets for our overworld areas to give them a polished appearance that matches the fantasy theme. In addition, I wrote the stakeholder update email to communicate our team's progress in a clear and engaging way.

Olivia Coats

6) Plans for the next increment

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

We are looking to have the battlemanager scene finished and significant progress on overworld exploration done. We also will have most of the sprites done for the first zone.

We want the lobby and bunker template to be changed into more of what we want in terms of map layout, shop design, sprite replacement, etc.

We also want to work on the inventory system of what all the cards the player has, and the inventory of the player during the runs.

7) Stakeholder Communication

Hello Stakeholders,

We are excited to share our progress on the development of our 2D top-down fantasy rogue-like card combat game. The game begins in a small forest village that acts as a hub, where players can learn the story, visit shops,

and prepare their deck before venturing into the forest dungeon. Runs will challenge players to fight enemies, collect coins, and upgrade their abilities as they work toward defeating the powerful bosses to restore peace to the forest.

Combat is centered around a deck of cards chosen by the player, with each run encouraging new strategies. Enemies have their own attack styles that make battles dynamic and rewarding.

So far, we have completed the full documentation that guides the game's design and story. We have also made strong progress on the battle system, which already allows us to set up and test enemy encounters. Many of the key systems needed for combat are now in place and working well.

Looking ahead, development is moving smoothly. We are keeping an eye on the scope of the project to ensure we deliver an engaging and polished experience within our timeline.

*Thank you for your continued support,
The Mouse Knight Development Team*

8) Link to video

<https://www.youtube.com/watch?v=g58ncCU7J70>