Progress Report
- Increment 3 -
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 - omc22a -

2) Project Title and Description

"Mouse Quest"
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, visit the shop, and look at their card collection. The player starts their runs by walking into the bunker scene from the lobby; here, they must go on the different paths and find the exit to every room in order to get to the last room and 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 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 during the runs. 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. Inside of the combat scene the user will be able to open a help menu to explain everything.
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 killing enemies. There will also be a campfire after every few rooms where the player settles down and is able to end their run there to keep all the gold they gained, or venture deeper to get more loot and try to defeat the boss. Each zone will have increasingly harder enemies and give better loot. The player will obtain coins on their run, and be able to use them in the shop to buy new cards and upgrades. The player has a set amount of health that will be regained at every campfire room. The player will not be able to get to the 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.

In this increment we finalized what was left to do from increment 2

We finished the boss room, with the boss sprite, its moves, and the boss scene itself

We added a tutorial to the lobby for a base overview of the game, and we added a tutorial button in the combat scene to explain all the different things you can do and what's on the screen

We added more rooms to add variety, fixing up past rooms to keep everything looking the same

We made all the enemies in the rooms just a smoke monster that chases you, making it so that is the base enemy, and once you enter the combat scene it randomizes how many and what enemies there are

We added more sprites to decorate the whole game more

We finalized the music for the game

We finished the lighting and made some of the rooms nighttime rooms and added a bit of lighting around the map

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

We decided we wanted the combat scenes to randomize the enemies and quantities, and so in the rooms the player visits we decided to make all the enemies a base smoke monster to show that it could be any enemy you encounter. We decided this since our maps were smaller and having multiple enemies chase you would lead to boundary issues.

It was challenging working out the best way to create rooms, trying to give each room its own feel, giving the player some direction, keeping each room balanced with enemies and chests. It was dealt with by using other game's rooms, such as Stardew Valley's cave patterns, to inspire ideas.

It was difficult creating the smoke monster to fit into our current theme and with having it be a single moving smoke, but it was tackled by tinkering with all the different attributes we could give it to have it looking right.

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 battle manager tutorial and the overworld inventory. As well as various small touches and bug fixes such as updating the title screen, exporting the final build, and fixing a bug with the volume setting. I also worked on the class diagram.

Aidan Stresing-
I updated parts 2,3,4 and 7 for the progress report, 1,2 and 3 for the RD doc, and 3,4 and 5 for the IT doc. I added in the npc tutorial, the lighting system, made the base smoke enemy that replaced all enemies, and made more rooms for gameplay variety. I also created the video.

Marat Bickbau-
I finished the soundtrack, which includes music for the title screen, overworld hub, dungeon, battle, campfire, and boss battle music. The songs are roughly 1-2 minutes in length and can loop endlessly to provide the player constant music to listen to while playing. I also finished the sound effects which include short riffs of winning/losing a battle, footsteps on grass and in a cave, opening a chest, combat movement, buff and debuff, low health, attacking, taking damage, and several sounds of monsters dying. I also imported some ambience that contributes to the immersion (birds, wind, cave wind, boss sound effects in the room before the boss fight, deep cave sounds, etc.).

Andres Norena
I created the tileset used to build the world's tilemap and developed assets for both player interaction and environmental immersion. I also contributed to the level design and enemy design, helping shape the gameplay experience and visual layout of the project.

Olivia Coats
Ive been working on the inventory system. The basic functionality for stacking cards exists, but needs to be refined. I also need to add a counter for health and current coins to the UI.

6) 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.

7) Stakeholder Communication

Hello Stakeholders,

We are excited to say that we have now finished the project and we have a fully fledged game that is ready to deploy. We have chosen "Mouse Quest" as our final name game. In this increment we added the boss scene, its music, and everything else it needed. We increased the amount of rooms we have to give the game more variety, and made some of the rooms nighttime with light around the map. Each room uses the same tileset, and they are varied in the amount of enemies and chests there are. We have still kept the balance of the game to allow the user to have multiple hours of gameplay and not be able to win without upgrading.

We are pleased to share our final game core gameloop. The game starts off in the title screen, where the player is able to continue their last save or start a new game, and may adjust volume settings. The game starts off in the lobby forest village, where the user can buy new cards, learn the tutorial, look at the card collection, and start

their runs into the forest. Once the user starts their run they get to choose one of three random rooms, and in each room they must find the exit zone to get to the next room. In each room there is a varied amount of chests and enemies, each room has its own pattern, and all the rooms are decorated with our own set tileset. After the player gets through a few rooms they will get to a campfire room, where they get to heal themselves, and where they can end their run and keep their new coins, or go further and risk dying and losing those coins. After 10 rooms the user gets to the boss room, and if they are able to beat the boss they win, and if they can't then they must reset.

We are excited to continue working with you after the initial release, we hope to continue working on adding updates to continue making our game better. Thank you for working with us this year and we hope our work has been substantial and the game is to your liking.

Thank you for your continued support,
The Mouse Quest Development Team

8) **Link to video**
   https://youtu.be/yeFLAZBryAk