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.

During this increment we were able to create a full tileset to work from and finish the new lobby (which now has the bunker combined with it), we finished the shop in the lobby, which has the ability to buy cards from the coins in the players inventory, and they can also see their card inventory in the lobby from the chest.

We created many different rooms that can be used from the tileset, each having a different pattern, an exit to get to the campfire, chests the player is able to open and obtain coins that are added to their inventory, and enemies that are able to aggro to the player and trigger the fight scene.

The fight scene is complete to where the fight can fully finish and the player can continue their run, or get sent back to the lobby if dead.

The campfire room is able to let the player go back to the lobby to end their run, or continue their run by walking into the next room, triggering the map scene again.

A title screen was created, with the ability to play a new game or continue a previous one, and adjust the volume setting.

All the popups for the map, shop, chest open trigger, and others have all been polished.

A singleton was added to allow for keeping rooms in memory if going to be used later.

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 trying to figure out what the best functions of the game we want to add to make it as fun as possible, things like should there be a boss after every room, what types of things they can do during the battle scene, what players should be able to obtain on runs. Things that we needed to get a solid understanding to know what direction our game needs to head towards.

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 implementing the shop and card collection, allowing players to acquire new cards permanently and save and load this data. I also worked on integrating the overworld and combat scenes, randomizing the battles, your initial card hand, as well as the rooms you explore. I also added new functionality to the combatManager script in the battle scene allowing for more varied cards. I also designed a consistent theme to use for the games UI elements, making the art direction more cohesive For the documentation I worked on the video presentation, use case diagram, as well as the class diagram.

Aidan Stresing-
I added the campfire template, the enemy template, and began working on the singleton game manager with preload logic. Also began working on the lighting, a darkness effect with light sources. I did parts 3-5 for the IT doc, and updated 1-3 on the RD doc and 3,4,6,7 on the progress report doc.

Marat Bickbau-
I have been working on sound effects, ambience, and music recently. I have finished the sound effects, which range from footsteps to opening chests to buff/debuffing. Additionally, I finished making cave (echoey wind, etc.) and forest (birds chirping, wind, etc.) ambience. For the soundtrack, I made one minute tracks that will loop until the player moves on from that room/phase. Such tracks will be used for the title screen, tree hub, dungeon, checkpoint room, battle, and boss battle. I still need to program some of the tracks into the game, but the audio itself is finished.

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

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.

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.

We will add in the flask system, where the player can use it during battles, refresh their count at campfires, and upgrade the amount they can hold in the lobby.

We will add in more enemies with the sprites we already have created, with the ability to have enemies spawn in random areas.

We want to fully polish the game's lighting system, shaders, etc.

We want to add in a HUD to show the players coins, flask count, and what room stage they are in.

We want to add in a final end goal, a boss scene.

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. The game is set up to where the player can now complete a full run. The lobby is set up fully to where the player can buy cards, look at their inventory of cards, and start a new run. The room randomization works, each room is decorated fully with the tileset we have, and each room has enemy spawns, chest spots, and an exit to finish that room. The player is able to combat with enemies in the rooms, find chests and add gold to their inventory, and try to complete the run. The campfire in between the rooms allows the player to exit or keep going, up until the boss scene.

We are looking to finalize the last functions to the game, and begin polishing it and then begin decorating it. 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://youtu.be/CyreyrVQ9IY