



Project Status report

Name: Adam Metz

Community (UN SD goal): Youth Learners/Gamers learning about Climate Change: SDG 13 - Climate Action, SDG 7 -

Affordable and Clean Energy, SDG 12 - Responsible Consumption and Production

MVP # MVP 1

Sprint cycle dates: Nov 1st - Nov 14th

| Project Name | Sustainify |
|-----------------------|--|
| Blurb | SDG 13 - Climate Action SDG 7 - Affordable and Clean Energy SDG 12 - Responsible Consumption and Production Cookie-Clicker game that focuses on educating players on climate change related topics |
| For Week Ending | November 14th |
| Project Status | Yellow |
| Status Description | Yellow - Not as much progress done as I had planned, missing some assets and the full implementation of the educational component. |

Activities—During the past sprint cycle

- Upgrades Functionality
- Various assets
 - Main Button
 - Shop Button
 - General Environment (Trees, clouds)
 - Wind Turbine
 - UI Background
- Shop Button Functionality
 - Button animation when pressed
 - Greyed out and disabled when the player cannot afford the purchase
- Dynamically adding generators to the games background
- Handled adjusting the game to different resolutions
- Basis started for the educational component implementation
- General UI Improvements

Project Issues

Assets - Couldn't find any asset packs that fit the style of the game, and they take me quite a bit of time to make

Project Changes

Likely won't get to MVP 3 (Saving game state, mobile resolution support (current implementation would likely work on a phone in landscape mode))





Activities—Planned for 2 Next Weeks

- Educational Component
 - Popup functionality
 - Sources of information for each popup
 - Improved UI
- Assets
 - Assets for other generators
- Improve Upgrades UI / Look into merging it with the Generators UI
- Simple Tutorial

Reflection

Do you feel "on track"?

Not really, I was hoping to have quite a bit more done at this point (educational component especially).

What barriers (if any) do you feel is/are a current impediment to success?

Assets - They take me much longer to complete than they probably should

What help (if any) do you require to move positively forward?

None

What questions or concerns do you have (if any)?

None