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 In Progress

Sprint cycle dates: Oct 23rd - Oct 31st

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 climate change related topics
For Week Ending	October 31st
Project Status	Yellow/Green
Status Description	Yellow - Not too much to show yet Green - Feel like my remaining work is quite reasonable for the next 4 weeks of development, and I have a good idea of what needs to be done and how

Activities—During the past sprint cycle

- Spent time learning Godot
- Setup Godot environment for web-based development
- Basic point display & points per second display
- Point generator functionality
    - BaseGenerator class
    - Purchasing generators
    - Updating # of generators, and points per second
    - Cost growth

Project Issues

None

Project Changes

Decided on game genre: Cookie Clicker
- Simple, typically web-based game, where the player clicks to gain points, and passively gains points as well
Web-based Game

Activities—Planned for 2 Next Weeks

MVP 1 Completion
Assets
- Background (General environmental assets)
- Icons for Generators (Wind Turbine, Solar Panel, Hydro Dam)
- Sustainability Point 'Coin'
- Button

UI
- Generator Panel & Generator Panel Nodes
- Upgrades Panel & Upgrade Panel Nodes
- Generator Unlocks & Educational Popup

Other
- Button feedback
- Upgrades System

MVP 2 Nearing Completion
- Incorporating new generators (alongside the associated assets, and educational component)
    - Reforestation, Nuclear Power, Recycling Plant?, etc.
- Additional upgrades

Remaining MVP 2 Tasks (Won't be completed this cycle)
- Background / Generator Interaction (i.e. Purchasing a solar panel adds a solar panel to the background)
- Hosting the game (itch.io, or hosting it myself)

Reflection

Do you feel "on track"?

Yes, I have a good idea of what needs to be done over the next two development cycles, and how to do it. Reasonable amount of work.

What progress do you particularly feel good (great) about?

Generator Implementation. Easy to add new generators, no modifications need to be made to existing code. Can add a new generator with simply the name, price, points per second, and growth factor. All the signal connections, and functions are defined in the base class, and are applicable to any generator.

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

None

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

None

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

None