**Project Status Report**

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| Project Name: Jump Rope City (Jump-2) |  | | |
| Team Members: Kamin Fay, Celine Fucci, Kevin Ho,  Ethan McGowan,  Jalen Pestillo |  | | |
| Date: 2/19/17 |  | Cycle Number: 1 |  |

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| System Intent:  Jump Rope City is a programming game where players are tasked with jumping over ropes in a MiniAT Infrastructure. |  |

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| Cycle Intent:  To complete a schedule for team members, establish a coding standard, and implement a visually appealing map structure.  This cycle will:   * Have one robot loaded into a world of jump ropes * Implement some sensor capability to find ropes * Figure out an angle to approach the ropes at   This cycle may:   * Contain actuators such as speed/engine throttle and steering capabilities * Implement the MiniAT architecture |  |

Accomplishments since the last status report:

* Our team was able to fully configure GitHub and get it functioning on each team member's computer.
* As a team, we set up Asana. Asana is an application that allows us to assign tasks to team members and track our work.
* We reviewed coding standards that we want to implement as a team moving forward.
* We finalized the system intent for our project.
* One of our goals for this status report was to conduct research on MiniAT and learn more about it.
* We freshened up our C++ skills, reviewing how to properly implement functions and classes for better code organization in the future.

Obstacles encountered since the last status report:

* We struggled to split up our work accordingly. We are still in the process of figuring out which feature everyone should work on. Therefore, there was little development going on for this status report.
* Finding a time that works for all team members was an obstacle we faced. We tried to find a day to meet outside of class that worked for most of us so that we could successfully move forward with development.

Risks facing the project:

* Restarting the project from scratch caused minor setbacks on progress
* Due to conflicting ideas, certain ideas were eliminated

Objectives for the next week:

* Generate a working map
* Implement movement onto the map
* Create one robot and try to add some functionality to it
* Get MiniAT working

User Features:

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| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Planned | | | Actual | | |
| # | User Feature <***Short Name: Short Description***> | Cycle planned for completion | Total planned hours | Planned hours this cycle | Status  (completed, discarded, in progress, unstarted, etc.) | Actual hours this cycle | Total actual hours this project |
| 1 | Basic map: Loading a map with rectangles | 1 | 30 | 10 | in progress |  |  |
| 2 | Robot Movement: Moving a robot around the map | 1 | 30 | 10 | unstarted |  |  |
| 3 | Angle: Determining an angle to approach the ropes at | 1 | 30 | 10 | in progress |  |  |
| 4 | Sensor Capability: Detecting where the ropes are | 1 | 30 | 10 | unstarted |  |  |

Team Actions:

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|  | User Feature <***# only***> | | | Planned | Actual | | | | | | | |
| Name | Coder(s) | Tester(s) | Reviewer(s) | Planned hours this cycle | Process hours | | Product hours | | Customer hours | | Total hours | |
| Week | Cycle | Week | Cycle | Week | Cycle | Week | Cycle |
| Kamin Fay | 1 | 4 | 2 | 44 | 4 |  | 3 |  | 1 |  | 8 |  |
| Celine Fucci | 2 | 4 | 1 | 45 | 5 |  | 3 |  | 1 |  | 9 |  |
| Kevin Ho | 1 | 3 | 2 | 48 | 10 |  | 1 |  | 1 |  | 12 |  |
| Ethan McGowan | 1 | 2 | 4 | 42 | 4 |  | 4 |  | 1 |  | 9 |  |
| Jalen Pestillo | 3 | 1 | 4 | 45 | 4 |  | 4 |  | 1 |  | 9 |  |