**Project Status Report**

Project Name: Jump Rope City (Jump-2)

Team Members: Kamin Fay, Celine Fucci, Kevin Ho, Ethan McGowan, Jalen Pestillo

Date: 2/26/17 Cycle Number: 1

System Intent: Jump Rope City is a programming game where players write MiniAT programs to jump over ropes.

Cycle Intent:

This cycle will deliver an MVP. Basically:

* One robot will be loaded into a world of jump ropes
* Sensor capability will be implemented to find ropes
* An angle system will be constructed to figure out an angle to approach the ropes at
* Actuators will be implemented to handle speed/engine throttle and steering

Accomplishments since the last status report:

* Our team was able to integrate SCons and MiniAT into our GitHub project repository and get it running on everyone’s machines.
* We made substantial progress with our map layout. We were able to load images of ropes and figure out the positioning of the ropes.
* Several team members tested and reviewed our map code, ensuring that it was able to be compiled on multiple systems.

Obstacles encountered since the last status report:

* When running our project with SCons, we encountered some errors. On Mac, the rope images couldn’t be found. This was followed by an “abort trap” error.
* Because we have been trying to set up the SCons environment, we haven’t been able to focus much on actual development besides map features. Setting up SCons and configuring everyone’s systems has caused a standstill in development.

Risks facing the project:

* Designating times for coding our user features
* Outlining our priorities and sticking to what is most important to develop during Cycle 1

Objectives for the next week:

* Spawn a robot into our map of jump ropes
* Focus on robot movement
* Have a robot detect where the jump ropes are in the map (sensor capability)

User Features:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | 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 | Map Layout: Using rope images | 1 | 30 | 30 | completed |  |  |
| 2 | Robot Movement: Moving a robot around the map | 1 | 30 | 30 | unstarted |  |  |
| 3 | Angle: Determining an angle to approach the ropes at | 1 | 30 | 30 | in progress |  |  |
| 4 | Sensor Capability: Detecting where the ropes are | 1 | 30 | 30 | unstarted |  |  |

Team Actions:

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 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 | 1&4 | 44 | 6 |  | 4 |  | 1 |  | 11 |  |
| Celine Fucci | 2 | 4 | 2&4 | 45 | 6 |  | 3 |  | 1 |  | 10 |  |
| Kevin Ho | 1 | 3 | 1&3 | 48 | 4 |  | 7 |  | 1 |  | 12 |  |
| Ethan McGowan | 1 | 2 | 1&2 | 42 | 6 |  | 3 |  | 1 |  | 10 |  |
| Jalen Pestillo | 3 | 1 | 1&3 | 45 | 6 |  | 3 |  | 1 |  | 10 |  |