**Project Status Report**

Project Name: Jump Rope City (Jump-2)

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

Date: 3/12/17 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:

* Figured out how to setup and configure everyone’s SCons environment so that we could continue developing the game’s features.
* Learned how to correctly use GitHub from a command line.
* Each person was assigned a feature so that development could begin.

Obstacles encountered since the last status report:

* Integration of the Mini-AT game files into our project.
* Being unable to meet because of the break impeded our progress on the user features.

Risks facing the project:

* Being able to complete and present a minimally viable product by Wednesday March 15th.
* Not being able to integrate Mini-AT into the project.
* Not being able to finish the user features.

Objectives for the next week:

* Try to complete a minimally viable product for the Cycle 1 presentation on Wednesday (March 15th).
* Finish as many user features as possible.

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 | in  progress |  |  |
| 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 | in progress |  |  |

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 | 3 |  | 4 |  | 1 |  | 8 |  |
| Celine Fucci | 2 | 4 | 2&4 | 45 | 3 |  | 3 |  | 1 |  | 7 |  |
| Kevin Ho | 1 | 3 | 1&3 | 48 | 3 |  | 4 |  | 1 |  | 8 |  |
| Ethan McGowan | 1 | 2 | 1&2 | 42 | 2 |  | 3 |  | 1 |  | 6 |  |
| Jalen Pestillo | 3 | 1 | 1&3 | 45 | 3 |  | 3 |  | 1 |  | 7 |  |