**Project Status Report**

Project Name: Jump Rope City (Jump-2)

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

Date: 4/2/17 Cycle Number: 2/3

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

Cycle Intent:

This cycle will be a larger cycle, as mentioned in class. Our goal is to deliver a working product by:

* Focusing on MiniAT integration
* Finishing player movement
* Implementing our grid system
* Ensuring the player will be able to cross ropes (rope detection feature)

Accomplishments since the last status report:

* Our team has been working hard to finish our player class. It is almost done. After some confusion concerning player movement, we figured out how to move our player.
* Work on the menu system implementation has started. We plan to get this done as soon as possible.

Obstacles encountered since the last status report:

* Finding an easy way to implement a menu system was one of our obstacles. After doing a lot of research, we found a feasible method, which involves using the STL stack.
* Finding the best possible way to implement player movement was one of our struggles. Working on the feature caused us some trouble, especially because the player class is a standalone class.

Risks facing the project:

* Two team members were unable to meet for our normal meeting time. This has caused some issues. However, we maintained communication via Slack.
* Understanding and implementing viable testing procedures has been an issue. Despite the creation of a testing and features log, our team is still confused about the customer’s requirements.
* With four weeks left in the semester, we are working hard to produce a viable product. This will be tough due to code complications and conflicting obligations.

Objectives for the next week:

* Work more on menu system
* Ensure player movement is working
* Work on MiniAT now that player movement is almost done
* Work on collision (rope detection/deletion)
* Work on testing procedures with customer

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 | Player Movement | 2 | 30 | 30 | in progress |  |  |
| 2 | Rope Detection/Deletion | 2 | 30 | 30 | unstarted |  |  |
| 3 | Grid System Implementation | 2 | 30 | 30 | in progress |  |  |
| 4 | MiniAT Integration | 2 | 30 | 30 | in progress |  |  |
| 5 | Menu System | 2 | 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 | 4 | 3 | 1 & 3 | TBD | 1 |  | 1 |  | 1 |  | 3 |  |
| Celine Fucci | 5 | 1 | 1 & 5 | TBD | 3 |  | 4 |  | 1 |  | 8 |  |
| Kevin Ho | 3 | 2 | 2 & 3 | TBD | 4 |  | 4 |  | 1 |  | 9 |  |
| Ethan McGowan | 2 | 5 | 2 & 5 | TBD | 2 |  | 2 |  | 1 |  | 5 |  |
| Jalen Pestillo | 1 | 4 | 1 & 4 | TBD | 4 |  | 4 |  | 1 |  | 9 |  |