**Project Status Report**

Project Name: Jump Rope City (Jump-2)

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

Date: 3/26/17 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:

* After Cycle 1 presentations and a discussion about the remainder of the course during class on Wednesday, our team established a testing document to keep track of features that need to be tested for our project.
* To fix some disorganization that was happening with our project, a features document was created. This will help us to prioritize features and keep track of their status.
* The team was able to work on the grid system that we discussed with our customer. At our team meeting on Friday, we defined how this grid system will be implemented, what calculations will be needed for it, and what team members will work on it.
* Our player class is developing/making progress. There is a possibility that CAP elements will be used in order to finish this feature faster.

Obstacles encountered since the last status report:

* One of our team members was not present at our last meeting on Friday. This resulted in some confusion with the user generated mapping feature we are trying to implement.
* Another obstacle was figuring out a definite grid system that will be used for player movement. We spent a few hours figuring out a feasible way to implement a grid, one which will be possible to develop within the allotted time.

Risks facing the project:

* Due to the change of course structure by the customer, working on the most important features is our priority right now.
* The elimination of a cycle will cause some issues in finishing our product.
* Right now, there is a standstill in development for our MiniAT integration feature. Progress will resume on this feature once the player class is completed.

Objectives for the next week:

* Finish player class to implement movement
* Add basic rope removal/deletion
* Fix our rope image
* Work on MiniAT integration

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 | 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 | 4 | 3 | 1 & 3 | TBD | 2 |  | 5 |  | 1 |  | 8 |  |
| Celine Fucci | 5 | 1 | 1 & 5 | TBD | 3 |  | 3 |  | 1 |  | 7 |  |
| 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 | 3 |  | 4 |  | 1 |  | 8 |  |