**CSci 313: Software Development Using Games (Sec. 1 & 2)**

**Spring 2015**

**Group Project - Status Report #: 2**

**(10 points)**

***Submission Date: 03/09/15***

***Section # (team leader sec. #): 2***

***Team Name: Crystal Methods***

***Game Name: Dauntlet***

***List of Team Members Names in Alphabetical Order:***

|  |  |  |  |
| --- | --- | --- | --- |
| ***#*** | ***LastName, FirstName*** | ***Sec. #*** | ***Grade (filled by the grader)*** |
| ***1*** | ***Braun, Eric*** | ***2*** |  |
| ***2*** | ***Hart, Adam*** | ***2*** |  |
| ***3*** | ***Keller, Colton*** | ***2*** |  |
| ***4*** | ***Leatherman, Garrett*** | ***2*** |  |
| ***5*** | ***Losinski, Tyler*** | ***2*** |  |

**A. Summary of action items by the team up to date of submission (2pts)**

So far we have completed Assignment 2 and submitted it. Completed Game Concept Document section 2. We will have the entire game concept document done when we hand it this report. We also completed Lab 2.

**B. List the accomplishments of the team and competed by which team member(s) (6 pts)**

**1. *Lab 2:***

* Members
  + Tyler Losinski
    - Completed the Lab
    - Took 30 min
  + Garrett Leatherman
    - Worked on the lab
    - Took 30 min
  + Colton Keller
    - Worked on the lab
    - Took 30 min
  + Adam Hart
    - Worked on the lab
    - Took 30 min
  + Eric Braun
    - Worked on the lab
    - Took 30 min
* Problems encountered/solution
  + No Problems

**2. *Finish Game Concept:***

* Task / Hours spend
  + Tyler Losinski
    - Game Architecture
      * 1 hour 30 min
  + Garrett Leatherman
    - Antagonists
      * 3 hours (To create the Art for it)
  + Colton Keller
    - Design Guidelines
      * 1 hour 30 min
  + Adam Hart
    - Programming Content
      * 1 hour
  + Eric Braun
    - Player Definition
      * 45 min
* Problems encountered/solution
  + Not done with the project yet

**C. Other Accomplishments**

* Physics & Collision Detection
  + Adam Hart worked on a lot of code for the game
    - 1-2 hours
* Sound Engine
  + Tyler Losinski
    - 1 hour 30 min
* Map Engine
  + Adam Hart
    - 2-3 hours
* Textures
  + Garrett Leatherman
    - 1-2 hours
* Status report & organization
  + Tyler Losinski
    - 1-2 hours

**D. Future Plans – be specific (2 pts)**

* Enemy Textures
  + Garrett Leatherman
* Sprite Engine
  + How the sprites are displayed
  + Adam Hart & Tyler Losinski
* Combat System
  + Eric Braun
* Enemy A.I
  + Tyler Losinski
* HUD
  + Garrett Leatherman
* Enemy Entities
  + ??

**E. Meetings minutes (Optional)**