Adithya K.L.N

Instructor: Paul Nguyen

TA: Rekha Shankar Reddy

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Team Progress Report

This week’s report is as follows:

After a brief break we are now back on track making lots of progress for the game.

The team met to discuss the progress and then with the professor to discuss the status of making the game a multiplayer one. The current version of the game is a single player one, but the design model for the multiplayer is in place. We plan on implementing a scoreboard that is updated based on various players/consoles playing the same game.

We added a Fuel Left value that displays the edge weight of every traversal and limits the number of times a player can traverse the path to the treasure island. The UI looks more appealing and the wireframe is definitely in place.

We have now created the Sprint Task Sheet. That was one good meeting since we