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| Close-up of semiconductor elements  template13_science_report.jpg | Escape the Mob  Status Reports  GBC7  Keyline divider beneath title  picture  Ryn Ellis  Jed Galloway  Ryan Guglielmello  Soyoung Kim  Ngoc Khanh Ma  Jimmy Vargas  **Game Prod II**  Spring 2018  Filip Krstevski  May 21st 2018 |

# Status Reports

## Engineering

Basic issues with formulas, syntax, and coding have arose and been corrected.

Group is concurrent with the milestone of week three.

## Art

Issues finding public domain or unlicensed image assets arose. Currently still sourcing image assets as necessary.

Group is concurrent with the milestone of week three.

## Design

Design has been completed and basic features have been implanted into the game. Game is playable in the sense that the character can run around and navigate level to level with key commands.

Group is concurrent with the milestone of week three.

## Sound

We have begun to collect sounds for the game and have implemented one of the sound files into the first playable. We will continue to gather sound assets for the game and ensure credit is given to the authors or distributors.

Group is concurrent with the milestone of week three.

## Production

We have completed the basic game requirements and the game plan is complete.

Group is concurrent with the milestone of week three.

## QA

Game is playable and has been tested. We are about 15-20% through the completion of the game at this point. More image assets, sound assets, and the actual meat of the game will be added in the next following weeks.

Group is concurrent with the milestone of week three.