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| Close-up of semiconductor elements | Escape from the Media  Status Reports  GBC7  Keyline divider beneath title  Ryn Ellis  Jed Galloway  Ryan Guglielmello  Soyoung Kim  Nogn Khanh Ma  Jimmy Vargas  Game Prod II  Spring 2018  Filip Krstevski  May 21st 2018 |

# Status Reports

## Engineering

Group is concurrent with the milestone of week three.

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

## Art

Group is concurrent with the milestone of week three.

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

## Design

Group is concurrent with the milestone of week three.

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.

## Sound

Group is concurrent with the milestone of week three.

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.

## Production

Group is concurrent with the milestone of week three.

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

## QA

Group is concurrent with the milestone of week three.

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