Project Status report

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Community (UN SD goal):   Affordable & Clean Energy (SDG 7) - Responsible Consumption & Production (SDG 12)
MVP #   MVP 1
Sprint cycle dates: October 23rd - November 3rd

Project Name	Electroflux
Blurb	Briefly restate what you are doing; The UN Sustainable Development Goal focus(es); Any changes to your project vision/why; The specifics of the community-centred digital habitat you are designing and developing - introducing to the world
For Week Ending	Nov 2nd
Project Status	Green
Status Description	- On track with proposed MVP/scope requirements - Have learned the basics of Godot (brand new experience)

Activities—During the past sprint cycle

- Initial Setup of Godot project
- Created a sample level using tilemaps (grid based map) and free assets
- Created a building tile using paint software
- Implemented a main menu with 3 buttons: Play, How to Play, Exit
- Implemented basic tile placement on the level

Project Issues

- Scaling of the window is a bit wonky, it works on my machine but I'm not sure how it would react under different screen resolutions - going to have to look into this further

Project Changes

- None so far, start of project (see activities above)

Activities—Planned for Next Week

- Creating the rest of the placeable building tiles (windmill - hydroplant - nuclear)
- Creating a UI bar to choose which building to place and placing multiple buildings down
- Finish creation of level 1 with pre-placed houses
- Implement logic for houses requiring power and other building producing power
- Creating a radius of effect for buildings
- Creating checks to see where buildings can or can't be placed
- Creating a UI element to show points, power requirements and production

Reflection

Do you feel "on track"? - Yes, good progress has been made and on track to produce MVP 2 for next time.

What progress do you particularly feel good (great) about?
Just learning the basics of Godot as it was a brand new environment and experience for me, I now know how most basic things interact with each other such as tilemaps, pixel art, very basic scripting, etc.

What barriers (if any) do you feel is/are a current impediment to success?
I may have the basics of Godot down, but there are still so many advanced features, nodes(classes) and their functions to learn about, implementing the more advanced capabilities of my game may prove to be difficult.

What help (if any) do you require to move positively forward?
None currently, will reach out if needed.

What questions or concerns do you have (if any)?