Individual Iteration Report

Jeffrey Simpson

Team 4

Iteration 2

Team Data

	Planned	Completed	In Progress
By Team	46	46	0
By Jeffrey Simpson	8	8	0

User Stories Completed This Iteration

- As a player, I want the driving game to have a more realistic environment so that I will be more immersed in the game
  - For this, I created an environment of trees and rocks that scroll along side the road. This gives the effect of driving on a road that goes through a forest. This was done to make the driving game more immersive instead of driving on a road in the void
- Bug - fix gap in the road scrolling
  - The road had a problem with scrolling. The road was made up of tiles that would spawn and despawn just outside of the view of the player. The problem was that the tiles would get out of line causing a gap between the tiles. I fixed this by making the tile stationary and making the trees, rocks, and lines on the road scroll. Now if a gap does occur, it won't be obvious

User Stories Started But Not Completed

- None

User Stories Planned But Not Started

- Spike: Build from Unity to Android tablet
  - Due to a bug arising in the driving game and medical reasons, I wasn't able to complete this user story. Thankfully, another member of the team was able to pick it up