**CI 103 : Weekly Status Report**

**Please use this format and follow the directions specified in the week 3 Lab.**

Sprint week cycle # 3

Lab Section 061

Team # 13

A. Statement of sprint goals for this past week’s cycle (use bullets)

* Bug Fixes
  + Fix the random stoppings
  + Fix running animation
  + Fix weapon animation
  + Fix a bug where the game cannot be built (currently, it can only be played in Unity)
  + Fix Pause Menu Bug
  + Scene Transition Bug
  + Fix Player Jumping on Slime To Kill Bug

B. Tasks / goals actually completed (bullets)

* Bug Fixes
  + Fix the random stoppings
  + Fix weapon animation
  + Fix a bug where the game cannot be built (currently, it can only be played in Unity)
  + Fix Pause Menu Bug
  + Scene Transition Bug
  + Fix Player Jumping on Slime To Kill Bug

C. Tasks not completed (bullets + a one sentence discussion as to why task was not completed)

* Bug Fixes
  + Fix running animation
* Person responsible was busy studying for a test over the weekend, and this task was deemed to be harder than expected.

D. Tasks / goals for upcoming sprint cycle (bullets + short description)

* Level Design
  + Stage Design
    - Transitions between the stages (Implement smooth transition between scenes)
      * Level 2 (Design a new level with new elements)
        + Platform set-up
        + Enemy placement
        + Traps placement
  + Enemy Design
    - Add new enemy: turret
* Inventory System (Not the whole system; just the basis and framework of inventory)
  + Set up the frame of inventory
    - Example codes
    - Example graphics
* Revamp Health System
  + Add different health values (such as ½ heart or ¼ heart)
  + Make sprites for the new health values

E. Estimate of time needed for testing for upcoming sprint cycle.

* Level Design
  + Transition between stages will be tested for less than half an hour to check its functionality and making sure it will not trigger on any events other than moving on to the next stage.
  + Level 2 will be tested for less than an hour. Things to look for include: any missing collision detectors, enemy movements, player movements, player getting stuck, etc.
  + New enemy will be tested for about half an hour to ensure its animation, movement, and attack are correctly configured,
  + Inventory system will only be tested while it is being developed since it will not be fully developed yet.
  + Health System will be tested for a few minutes to check damage script and death script.