**CI 103 : Weekly Status Report**

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

Sprint week cycle # 4

Lab Section 061

Team # 13

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

* Level Design
  + Stage Design
    - Transitions between the stages
    - Level 2
      * Platform set-up
      * Enemy placement
      * Traps placement
  + Enemy Design
    - Add new enemy: turret
* Inventory System
  + 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

B. Tasks / goals actually completed (bullets)

* Bug Fixes
  + Fix running animation
* Level Design
  + Enemy Design
    - Add new enemy: turret
* Revamp Health System
  + Add different health values (such as ½ heart or ¼ heart)
  + Make sprites for the new health values

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

* Level Design
  + Stage Design
    - Transitions between the stages
    - Level 2
      * Platform set-up
      * Enemy placement
      * Traps placement
* We worked on improving the first level before moving on to the next level and we are also developing graphics for a new level.
* Inventory System
  + Set up the frame of inventory
  + Example codes
  + Example graphics
* We prioritized other tasks over this, so this was not completed before time.

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

* 1st Play Test
  + Play the game through the end
  + Identify any bugs
    - Identify what the each bug does and when/how each bug happens
    - Report the bugs on Discord or Unity documentation
  + Identify any improvements
    - Identify what was not fun
    - Identify necessary modifications
    - Report descriptions and any possible improvements on Discord
* Resolution
  + Solve any issues discovered in the 1st Play Test
* Level Design
  + Level 2, 3
    - Platform set-up
    - Enemy placement
    - Traps placement
* Aesthetics
  + More TIle Types
  + Forest tile for a new level
* Equipment System
  + Implement equipment switching system
  + New weapon: Rusty Sword
  + New Weapon: Ranged Weapon
  + New armor: Regular Clothes
* First Demo
  + Prepare for presentation
  + Debug any open issues before presenting

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

* 1st Play Test
  + Due to lack of contents, it does not require extensive testing. Play test should take less than 30 minutes.
  + Time spent on reports varies on how much issues are found. Approximately 5 minutes per issue.
* Level Design
  + Level 2 and 3 each should take about 20 minutes to check for bugs and smooth gameplay.
* Inventory System
  + It will be tested as developed as this is a new feature we are trying to add. No specific amount of time will be allotted until the system is finished