**CI 103 : Weekly Status Report**

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

Sprint week cycle # 5

Lab Section 061

Team # 13

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

* 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
  + Enemy Design
    - New enemy: bat
      * Graphic
      * Set behavior
      * Placement
  + Level 3
    - Platform set-up
    - New Graphics
    - Placement of obstacles
      * Enemy placement
      * Traps placement
* Aesthetics
  + More Tile Types
  + Graphics
  + Tilemap placement
* 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

B. Tasks / goals actually completed (bullets)

* 1st Play Test
* Aesthetics

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

* Level Design
* Creating levels do not take long time, but we are still in the process of fine-tuning mechanics on the first level. After all testing is done, levels should be able to be implemented quickly. As of now, we decided making a new level isn’t a concern.
* First Demo
* In progress of making the presentation.
* Equipment System
* We changed the design of it, so we are finding new ways to implement the equipment system.

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

* Level Design:
  + New levels
    - Platform set-up
    - Placement of obstacles
      * Enemy placement
      * Traps placement
  + New enemies
    - Mushroom
      * Graphics
      * Animation
      * Script
    - Boss monster design
* Aesthetics
  + More Tile Types
    - Half-Blocks
    - Different Background Tiles
  + Enemy Design
    - Randomize Slime Colors
* Equipment System
  + Graphics
  + Script

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

* Level Design
  + The new level will be tested for about 20 minutes.
  + The new monster will be tested throughout the development cycle to ensure the quality of its behavior and animation.
* Aesthetics
  + Checking the quality of animation will be discussed together in the lab for a few minutes.
  + Randomize script will be tested for a few minutes to ensure it is bug-free.
* 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