**CI 103 : Weekly Status Report**

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

Sprint week cycle # 6

Lab Section 061

Team # 13

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

* Level Design
  + All Tiles Associated WIth Two New Levels
    - New Enemies For New Levels
    - All Sprites and Animations Associated With New Enemies
  + Boss
    - All Animations and Sprites Associated With The Boss
* Aesthetics
  + More Tile Types
    - Half-Blocks
    - Different Background Tiles
  + Enemy Design
    - Add updated turret sprites/animation
    - Randomize Slime Colors

B. Tasks / goals actually completed (bullets)

* Level Design (for one new level)
* Boss
* Add updated turret sprites/animation
* Different Background Tiles

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

* Level Design (for third level)
* We are in the process of fine-tuning level 2, but level 3 should be up soon.
* More tile types - half blocks
* We don’t think half blocks add much gameplay compared to other tasks on hand.
* Randomize slime colors
* This also does not add much gameplay compared to other tasks.

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

* 2nd 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 2nd Play Test
* Equipment System
  + Graphics
  + Script

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

* 2nd play test
  + Test should take less than 30 minutes, and reports should take less than 10 minutes.
  + Resolution time will vary depending on the issues we identify.
* Equipment system
  + Graphics should take less than 5 minutes to test.
  + Script will take longer time to test because it’s a new feature. We are estimating about 30 minutes.