**CI 103 : Weekly Status Report**

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

Sprint week cycle # 7

Lab Section 061

Team #  13

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

* Implement new portal graphics
* Weapons
  + Switch weapon system
  + New weapons
    - Graphics
    - Hitbox
* Main Menu
  + Play button
  + Exit button
* Game Design
  + Knockback on enemies
* Level Design
  + New levels
    - Platform set-up
      * New graphics/tilemap
      * Placement
    - Enemy placement
    - Traps placement
  + Enemy Design
    - New enemies
      * Graphics/animations
      * Script

B. Tasks / goals actually completed (bullets)

* Knockback on enemies

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

* Implement new portal graphics
  + 2/3 graphics are finished so far
* Weapons
  + Started on weapon system. Behind in graphics
* Level Design
  + Looking for tiles/developing graphics and animation for enemies

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

2nd Play Test

Play the game through the end

Identify any bugs

Identify what 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

Debug

Solve any issues discovered throughout the project

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.