



Project Status report

Name:	Mackenzie Kot
Community (UN SD goal):	Teenagers/Young Adults + SDG 15 Life on Land
MVP #	MVP 1
Sprint cycle dates:	Oct 19 – Nov 2

Project Name	As the Light Grows
Blurb	<p>A short side-scrolling game meant to make the player think about the consequences of light pollution in the real world.</p> <p>The player plays as a “shadow creature” that must avoid the light. As the levels progress, the area in which the levels take place gets more and more populated which will be a challenge for the player.</p> <p>Each level will also depict one or a few of the real consequences light pollution has on animals, and upon completion of each level, there will be a short info graphic/slide explaining the situation that the player witnessed. (ex. Lights attracting bugs to where they shouldn't be)</p> <p>This game is meant to promote awareness about light pollution and its effects on animals, as it is often overlooked.</p>
For Week Ending	November 2, 2023
Project Status	Green
Status Description	I'm nearly done with what I had planned for MVP1, and now that I am more familiar with Godot, I am confident in my ability to get my next MVPs done on time.

Activities—During the past sprint cycle

List all activities that the team members worked on during the past week of the project. Show code and/or demo what you got

- Make/find/modify all sprites and assets for levels 1 and 2
- Create scenes for all sprites/assets for easy implementation in levels
- User can control the player
- Player collides with nonlethal objects in the level
- Player restarts level upon colliding with “enemy”
- User stays within limited bounds of the level
- Upon reaching the goal, the next level starts
- Implementation of a basic start game screen – when clicked, start level 1
- Upon completion of the last implemented level, go back to the start game screen
- Create a background graphic for levels 1 and 2

Project Issues

No issues.

Project Changes

Each level will now also depict one or a few of the real consequences light pollution has on animals, and upon completion of each level, there will be a short info graphic/slide explaining the situation that the player witnessed. (ex. Lights attracting bugs to where



they shouldn't be)

Activities—Planned for Next Week

List all activities that the team members will work on during the next week of the project.

- Show the end cards for level 1 and level 2 before starting next level
- Make/find/modify all sprites and assets for level 3
- Create scenes for all sprites/assets for easy implementation in level 3
- Add collision, death collision, level completion collision to level 3
- Improve the start game screen
- Make/find background for level 3
- Create end card for level 3 and display it after level completion

Reflection

Do you feel "on track"?

Yes.

What progress do you particularly feel good (great) about?

The near-completion of MVP1, levels 1 and 2.

What barriers (if any) do you feel is/are a current impediment to success?

Nothing besides time.

What help (if any) do you require to move positively forward?

No help required.

What questions or concerns do you have (if any)?

None.
