

World Builder Progress Report

Week 6 • ENGR302 • Group E

Overview

How our overall progress is tracking

- ▶ Our project is **on track** to deliver all scope items by week nine.
- ▶ All three key deliverables have made significant progress to date and are continuing to do so.
- ▶ We have finalized our group progress report for the client and will submit this on Sunday.

Timeline

Our week-on-week delivery progress and targets

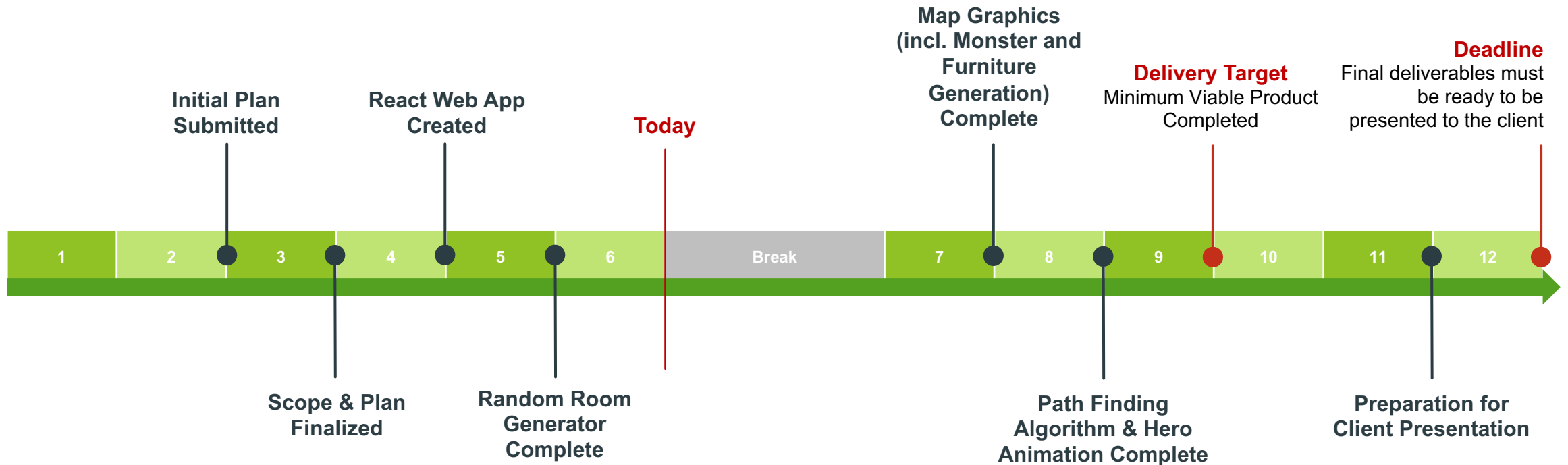
Key:



Key Dates



Milestones & Targets



Key Deliverables Summary

How each deliverable is tracking

Deliverable	Progress To Date	Delivery Confidence
Map Generating Algorithm	<ul style="list-style-type: none">• Segment generator (incl. rooms & natural features) completed.• Segment joining algorithm completed. Now joins 6 segments into a 3-by-2 grid.	High
Web Interface	<ul style="list-style-type: none">• React web app created and operational.	High
Graphic Design	<ul style="list-style-type: none">• Considerable progress on creating original graphics.• Map graphics displaying successfully on the front end.	High

Weekly Progress

Our progress from last week

- ▶ Finalized and submitted the Progress Report.
- ▶ Identified a potential algorithm for path finding between items on the map.
- ▶ Began displaying map layers on the front-end web interface.
- ▶ Further progress on creating graphics for the map.

New and Existing Issues

Issues impacting our progress

- NEW: One of our full-stack developers (Calvin) has the Flu and was unable to make it to group meetings this week. This has had a minor impact on our progress.