

# World Builder Progress Report

Week 7 • ENGR302 • Group E

# Overview

## How our overall progress is tracking

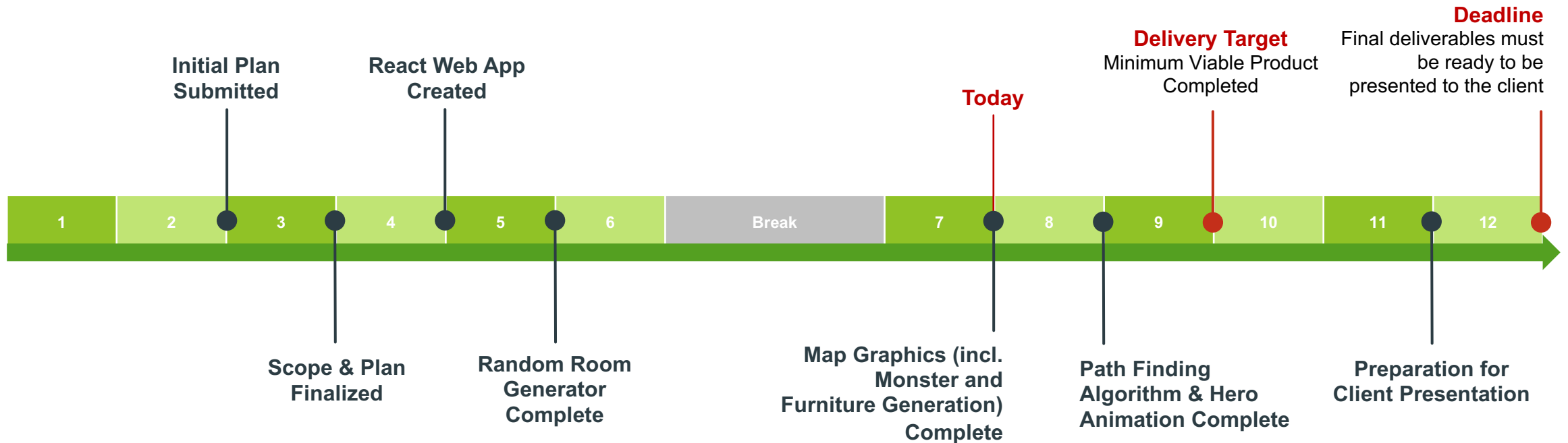
- ▶ Our project remains **on track** to deliver all scope items by week nine.
- ▶ In the past week, all three deliverables have continued to progress toward achieving the Minimum Viable Product.
- ▶ Our group progress update was submitted to the client at the end of Week Six.
- ▶ We met with the client on Wednesday of Week Seven and received good feedback on our progress, as well as some pointers as to what they'd like us to add.

# 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"><li>• Segment generator (incl. rooms &amp; natural features) completed.</li><li>• Segment joining algorithm completed. Now joins 6 segments into a 3-by-2 grid.</li><li>• Path finding implemented.</li></ul>	High
Web Interface	<ul style="list-style-type: none"><li>• React web app created and operational.</li></ul>	High
Graphic Design	<ul style="list-style-type: none"><li>• Graphics for the most part completed.</li><li>• Map graphics displaying successfully on the front end.</li></ul>	High

# Weekly Progress

Our progress from last week

- ▶ Completed the path finding algorithm.
- ▶ Added map downloading functionality.
- ▶ Re-configured the section generating algorithm to include logic on what to add to each section (i.e. a woodlands section, or a village).
- ▶ Completed graphics creation.

# New and Existing Issues

Issues impacting our progress

- ▶ No prior identified issues have persisted.
- ▶ No new issues have been identified.