

# World Builder Progress Report

Week 9 • ENGR302 • Group E

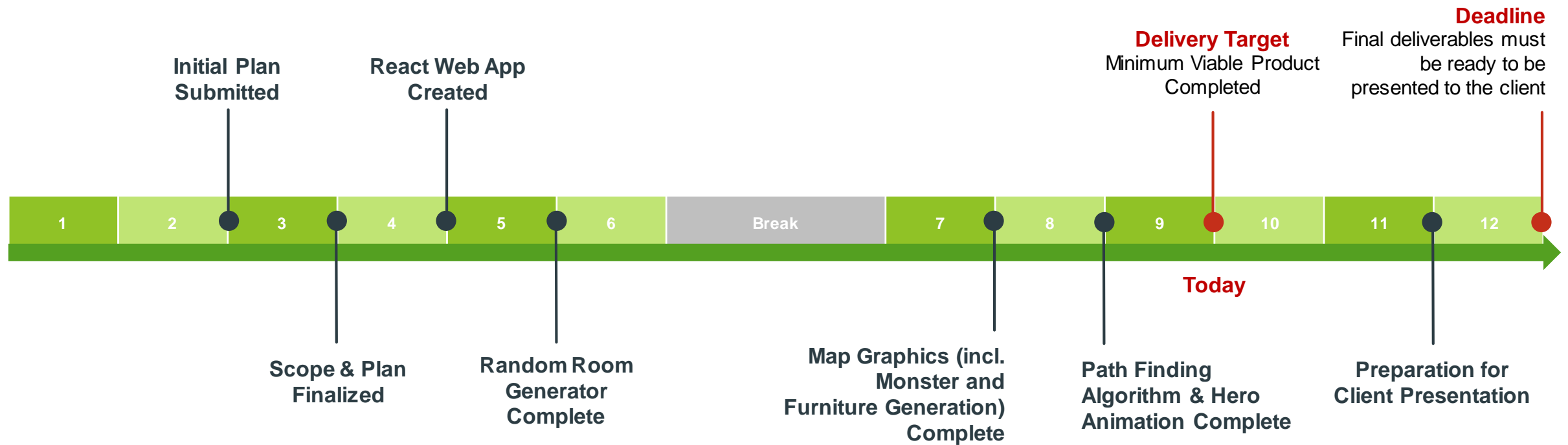
# Overview

## How our overall progress is tracking

- ▶ Minimum Viable Product has been achieved. We have a fully functioning map generator and a front-end that displays the output.
- ▶ Our focus has shifted to improving our product to improve its overall usability.

# Timeline

Our week-on-week delivery progress and 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>• The map generating algorithm has achieved the goals of the minimum viable product.</li><li>• Improvements to the logic of the generator are being made.</li></ul>	MVP Achieved
Web Interface	<ul style="list-style-type: none"><li>• Maps can now be shared.</li></ul>	MVP Achieved
Graphic Design	<ul style="list-style-type: none"><li>• Graphics completed with some improvements to potentially be made in the time between now and presenting the product.</li></ul>	MVP Achieved

# Weekly Progress

Our progress from last week

- ▶ 7 Issue items have been completed during the sprint ending next week at the time of writing.
- ▶ Sharing functionality has been added.
- ▶ Improvements are being made to the Minimum Viable Product to polish it off into a higher quality product.

# New and Existing Issues

Issues impacting our progress

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