Project Status report

Name:	Nicolas Ansell
Community (UN SD goal):	12
MVP #	2
Sprint cycle dates:	Nov 16 - Nov 28

Project Name	Idle Recycle
Blurb	I am creating a simple Idle game based around recycling, in this game the player will work to upgrade their recycling team to get more resources and means of collecting recyclables. Once they gather enough resources they will be able to buy upgrades and throughout the progression of the game they will receive awards based on recycling milestones
For Week Ending	Nov 28
Project Status	Green
Status Description	I feel that my project has fulfilled the required goals that it set out to complete, I think there is room to add more for sure, but in the context of development time and other course loads I am very happy with the finished product

Activities—During the past sprint cycle

- implement recycling type upgrades
- implement collector inventory capacity upgrades
- implement increased spawn rate for recyclables
- make level more visually appealing and possibly add character animations
- implemented milestone upgrade that coincide with more cool facts about those recycling milestones

Project Issues

Project Changes

Milestones were added as another educational form of content

Activities—Planned for Next Week

N/A project is finished

Reflection

Do you feel "on track"?
Yes, Project is complete!

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

None

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

None

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

None, some are addressed at the end of my report