



Project Status report

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Community (UN SD goal):	SDG 12
MVP #	1
Sprint cycle dates:	Oct 19th - Nov 2

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 2, 2023
Project Status	Yellow/Red
Status Description	I say between yellow and red because on one hand the project itself hasn't made a lot of measurable progress in the eyes of someone else looking at it but tackling a new technology is a large portion of this project for me and learning godot has come with a lot of time spend watching tutorials, combing through docs, and rewriting things i'm doing incorrectly. I think the time i've spent learning was useful and needed but I need to keep pushing forward at a fast pace if i'm going to finish on time.

Activities—During the past sprint cycle

- watched lots of tutorials to assist in learning the godot game engine
- created the menu system for the game
- found assets and learned how to work with them in godot
- created the main level screen
- implemented a main building where the recycling collectors reside
- implemented a system to spawn collectors when player taps on the main building, the player can have a certain number of maximum collectors out in the field at once (this will be upgradable later)
- implemented random generation of recyclables throughout the stage
- implemented path finding for the CPUs to find the randomly generated recyclables on screen and collect them

Project Issues

- restructure recyclables to allow for different types to be collected

Project Changes

- player now uses the main building to click on to summon CPU units that will go and collect the recycling on the screen
- there will be buildings for 2 other types of recycling
- you will be able to purchase upgrades for each building relating to how many units you can spawn of that type and their carrying capacity



Activities—Planned for Next Week

- Working on the separate types of recycling
- creating an upgrade shop to increase number of CPU units and their collection capacity
- improve GUI to display information relating to unit count for reach building and purchased upgrades
- implement facts displayed when player buys upgrades and collects specific amount of items
- implement tracking stats

Reflection

Do you feel "on track"?

Somewhat, i feel like i need to put more time in these coming weeks to stay on track cause I could easily slip and fall behind

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

getting the random generation of recyclables and units to spawn and pathfind to collect them aswell as the graphics

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

time constraints, I need to focus on my capstone/midterms. also my knowledge of the engine is requiring me to spend a lot of time learning rather than actual implementation

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

just need to focus and budget my time well and I think I can manage

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

none at the moment