



## Project Status report

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Community (UN SD goal): SDG 12

MVP #: 1

Sprint cycle dates: Nov 2 – Nov 16

<b>Project Name</b>	This section contains the project name that should appear consistently on all project documents. Organizations often have project naming conventions.
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<b>Blurb</b>	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
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<b>For Week Ending</b>	Nov 16
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<b>Project Status</b>	Yellow
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<b>Status Description</b>	I would say I'm in the yellow, a lot of features have been added and upgrades are in a spot that more can be added soon, still working to add different types of recycling though, i fee like I'm making good progress and will most likely be able to finish the project by the deadline
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### Activities—During the past sprint cycle

- worked to update UI components to display worker count
- created a shop UI window that can be opened and closed by the player
- created an increase workers upgrade in the shop
- created an increase worker speed upgrade in the shop
- created a dynamic system for upgrades that allows new ones to more easily be implemented
- implemented small dialog box window to explain how to send out workers
- created a list of facts for the game to display to the user during gameplay
- created a system that randomly displays a fact to the user each time they buy an upgrade

### Project Issues

Adding different types of recycling as multiple forms of currency might take a lot of figuring out

### Project Changes

Adjusting the plan to have 3 separate buildings and just keep it as one that has upgrades for more recycling types

### Activities—Planned for Next Week

- implement recycling type upgrades
- implement collector inventory capacity upgrades



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- implement increased spawn rate for recyclables
  - make level more visually appealing and possibly add character animations
  - implement statistics page
  - implement game save

## Reflection

### **Do you feel "on track"?**

Somewhat, i feel like its gonna take a lot of effort to stay on track though

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

Getting the upgrade system fulling functioning

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

Time constraints and splitting time evenly between this and other classes

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

A November break

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

none

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