

Cycle 3 Focus: *For Cycle three, teams should not add more than one or two new features, + and for those, they should work hard to follow the MVP/CAP concepts to show in their presentations. Additionally, teams should attempt to clean up and fully integrate unfinished features from earlier cycles. The new thing to focus on is the build and installation at the end of the cycle*

Improvements to complete by the end of the cycle

Improvement	Description	Status
Add JPEG Maps	Have an image applied as the background for the map instead of a solid color	
Change the Car Color	Allow the user to interact with the GUI menu and pick a car color	
Car Driving	The car will have different characteristics when riding on the track/grass.	
Level Editor	The user can create custom maps to be raced on through the GUI menu	Kiam- working on

Items to complete for Cycle 3

- ☐ Create build/installation document - schedule meeting with Confer and TA's when complete to demonstrate a clean build
- ☐ Create test/design document for the level editor - test it
- ☐ Create tests for car driving on different terrain at different speeds
- ☐ (?) Finish anything from cycle 2 that may need improving
- ☐ [Status Reports](#)