**PROGRESS REPORT (1)**

Name: Mr. T. Bacchus

Company: ISD

CEO: Mr. B. Ryan

Due: 2011/12/08

**Client:**

The client that is approaching our company is Activision. They are submitting a request for our expertise in the management of smaller tasks, particularly the aiding of them with their time restraint. As they are trying to create a new release of a strategy game to their market, they are outsourcing the basis of the game to our company to achieve greater productivity. The program we are trying to develop mocks the instance of their design as it will be a two-dimensional, turn-based conquering game. The goal of the game will require the player to destroy the A.I.’s towns in the time allotted. To create such a game, the information department is researching appropriate values, such as the statistics of the armies, in order that we can simulate an entertaining and mass-attractive prototype for Activision. Other responsibilities of the information department includes the creation of a storyline, one being that it could appeal to our client, and the creation of algorithms that can help the coding department with the implementation of the A.I. Once this game is released to Activision, they can then release it or a configured copy to a tester market, in order to see if the overall project is a worthwhile income earner. If they have deemed it highly marketable, they will continue to rely on our assistance in the continual improvement of the game, whether it is the construct of the graphics or the increase in speed and memory.

**Coding Progress:**

On behalf of the coding department, I will go through the various accomplishments that have undergone to this date. The first of the aforementioned is the construction of the different user interfaces. The welcome screen was created by Mr. A. Borja, but due to personal problems, will be continued and maintained by Mr. C. Dela Cruz. It was made to be a simple window that displays whether the user will exit the program, read about the producers, display instructions, or play the game. The instruction interface was started by Mr. M. Ong, who uses a tree list to separate sections of data is pertaining components. Its completion will be handled by the information department as they progress with their findings. The auxiliary windows were initiated by Mr. A. Fusciardi, but will be improved upon by Mr. C Dela Cruz due to his specialty in this area of coding. He also made his interface to be quite simple, with the layout of buttons and text fields.

The item of interest on our agenda that was addressed is the creation of the main window, in which the user will interact and appeal to their own sense of fun. As a joint effort of Mr. C. Dela Cruz and me, a window with components, for the time being, that lack event-handling, and a map system that is randomly generated as defined by some within the company. The window is built with the new layout of grouping the components with the dependents being the width and height of other components. Having created this, I have improved Mr. M. Ramos’ coding and produced a workable environment in which the user will being visually keen on as he/she is playing. The new implementation includes the use of 2-D arrays to handle the territories of the user and that of the A.I.’s. These arrays are ones containing specialized panels, each with a pertaining image that reflects the tiles in the game. The way the background pictures were chosen was a method that focused heavily upon an intricate looping system.

With this starting point, further accomplishments will be regarded as simple due to the minor adjustments belonging to the organization of the collections and their connection to the map’s layout. This collection is currently being assembled by the earnest effort of Mr. A. Fusciardi and Mr. P. Ryan, and will register its methods of modification with the classes implemented by Mr. D. Pereira.

Mr. D. Pereira has worked tediously on the hierarchy of unit classes, in which will become the very foundation of the collections that will move across the map. The problem arises, though, to the collections that meet one another on a specified tile. This is why the task of creating an attacking method was assigned to Mr. M. Ramos. It was created with the employment of control statements, and will ultimately call upon the methods defined by the classes to dwindle the collections that are present. This of course is destructive in manner, but has no negative impact to the output received by the user.

The finality of all production in the coding department can be concluded with the organization of the president. Holding regular meetings, he ensures that I keep on task of assigning, along with actually coding, with the diversity of my team. Furthermore, he has personally helped various members, such as Mr. A. Borja with the timer that is planned to be incorporated along with the introduction of this program.

As of where we are right now, not much can be said in the actual percentage covered related to the total expected work to be done. Some problems such as the lack of communication among my members and me, and among themselves, seem to slow production to almost a halt. I have already discussed with the president as to this predicament, and he told me he will resolve this with a mandatory meeting. Furthermore, minor problems in my group have arisen pertaining to the lack of motivation and response. When a task is given out to an individual or a partnership, they either finish it past their designated time frame, or will finish and forget to inform me. There is also the slight issue of programmers who take too much initiative and work outside of my boundaries of decisions. Although insignificant, there is still improvement if my department is to work this great haul over their worthwhile intellect.