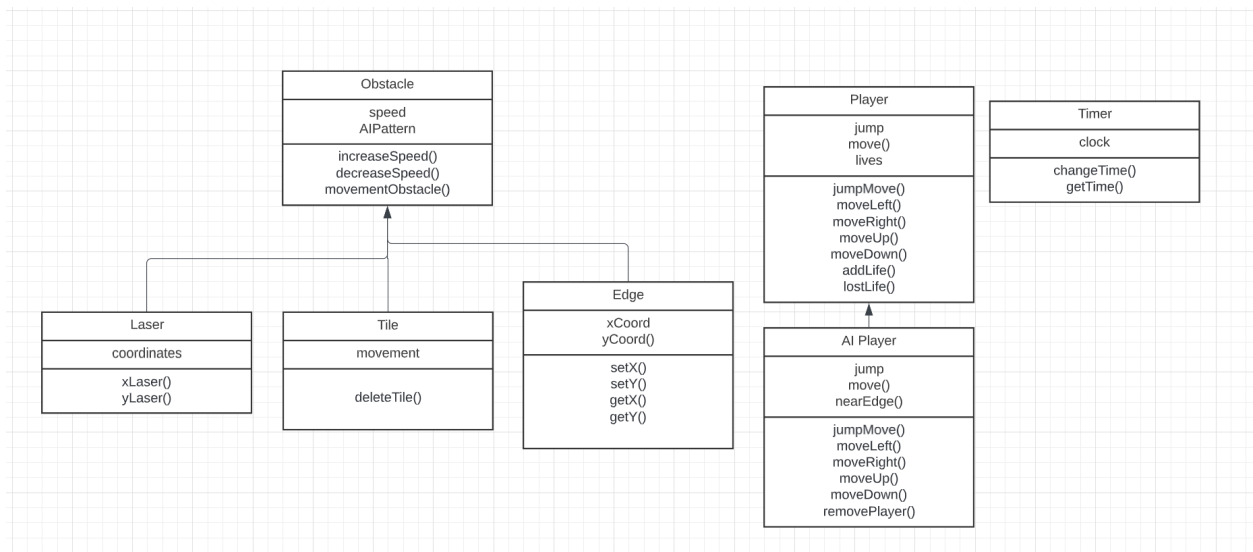


Status Summary

1. Teammates: Veda Jammula & Ben Courlang
2. Project Title: Wipeout Limited
3. Work Complete
 - a. In the first week of our project, we have been able to create the graphics for the game including the logs, character, and background. There is a timer that goes down from 60 that needs to be stopped once it hits 0. We were also able to show damage when the player hits a log, flashing a bit to show that it got hit.
4. Changes or Issues
 - a. Nothing has changed so far in our approach, everything is going as planned but we need to start focusing on the AI implementations for the project.
5. Currently, we have not incorporated too many design patterns in our prototype since we were not able to implement the actual game strategies and scores/lives being affected. Once we do, we can incorporate factory and observer patterns.

Class Diagram



Plan for Next Iteration

1. How much work needs to be done
 - a. After Project 5 is done, there is a decent amount of work to do because of creating the AI players. We are not fully sure how we are going to implement using AI players to play the game
 - b. We also need to solidify the graphics that we want to use for the game and import the corresponding visuals.
 - c. If we have more time, we might incorporate more obstacles that the players have to avoid
 - d. We need to create a title screen with the instructions and rules, and an end title screen with an end game title.

- e. Incorporate design patterns is a high priority

Demonstration