

World Builder Progress Report

Week 8 • ENGR302 • Group E

Overview

How our overall progress is tracking

- ▶ Our project remains **on track** to deliver all scope items by week nine.
- ▶ In the past week, the two remaining key deliverables have continued to progress toward achieving the Minimum Viable Product.
- ▶ We have successfully deployed our product to an online-hosted website.
- ▶ Remaining tasks are to enhance what we have already produced (i.e. improve random map generation, improve graphics).

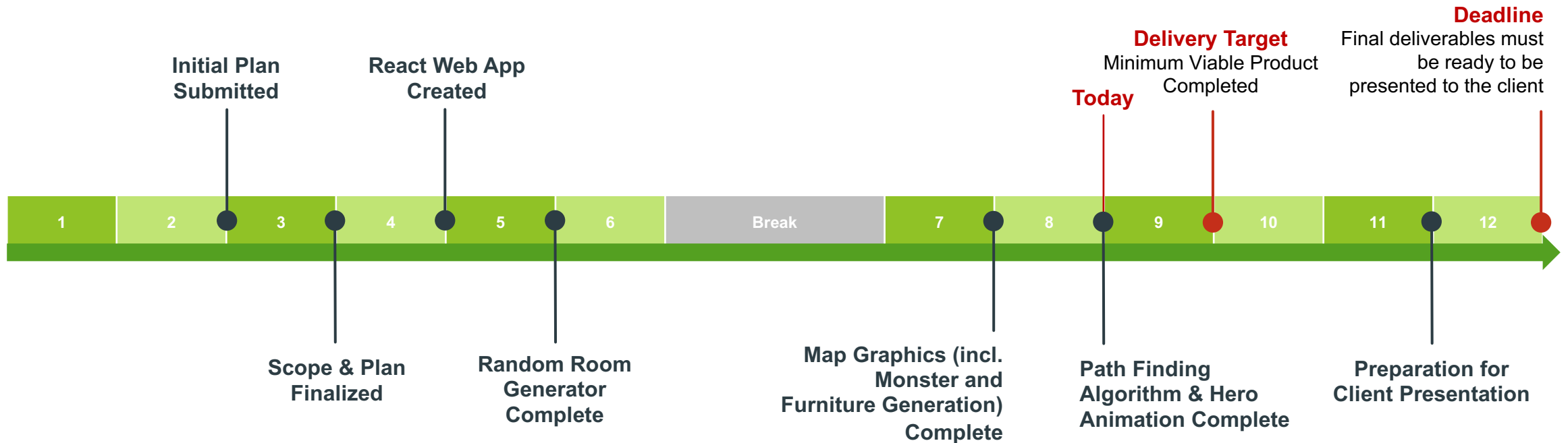
Timeline

Our week-on-week delivery progress and targets

Key:

 Key Dates

 Milestones & Targets



Key Deliverables Summary

How each deliverable is tracking

Deliverable	Progress To Date	Delivery Confidence
Map Generating Algorithm	<ul style="list-style-type: none">• Segment generator (incl. rooms & natural features) completed.• Segment joining algorithm completed. Now joins 6 segments into a 3-by-2 grid.• Path finding completed.• Improved map generation logic.	High
Web Interface	<ul style="list-style-type: none">• Ability to download maps implemented.• Website now publicly accessible.	High
Graphic Design	<ul style="list-style-type: none">• Graphics completed with some improvements to potentially be made.• Map graphics displaying successfully on the front end.	High

Weekly Progress

Our progress from last week

- ▶ **23** merge requests have been completed during the sprint ending this week at the time of writing.
- ▶ Deployed the product to a public website.
- ▶ Users can now define a grid size.
- ▶ Users can use a button to regenerate maps.
- ▶ Monsters are now implemented into the game.
- ▶ All sprint goals were achieved.
- ▶ Some Issues in the sprint backlog were not completed, however these have been rolled over into the next sprint.

New and Existing Issues

Issues impacting our progress

- ▶ No prior identified issues have persisted.
- ▶ No new issues have been identified.