Project Status Report

Untitled Car Game
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04-12-20

Cycle 2:

System Intent:

A physics-based driving game where players program their cars to race their friends on community made maps.

Cycle Intent:

During this cycle the focus will be on aesthetics consisting of the map and menus. Also included will be game audio and a particle engine as well as the completion of the VM in regards to basic movement.

Accomplishments since the last status report:

- Finished writing UI library
- Basic map is being displayed

Obstacles encountered since the last status report:

- NA

Risks facing the project:

- NA

Objectives for the next week:

- NA

User Features:

#	User Feature <***Short Name: Short Description***>	Planned			Actual		
		Cycle planned for completion	Total planned hours	Planned hours this cycle	Status (completed, discarded, in progress, unstarted, etc.)	Actual hours this cycle	Total actual hours this project
1	Physics-Based Driving: The physics engine allows the car to accelerate, break and steer. Objects can be scattered around the track for the car to run into. Implemented using Velcro Physics.	1	6	0	Completed	0	13
2	Programming Interface: A interface that allows the user to program instructions to control the car.	2	25	15	Implementation	4	16
3	Map Creator:Using an XML parser maps will be imported into the Monogame framework to be displayed.	2	25	10	Implementation	20	37
4	Basic UI: A basic UI that allows the player to navigate between screens and menus.	2	16	16	Implementation	15	26
5	Game States: A state machine that switches the game between menus and level loading. Handles the actual loading of level assets into memory.	2	8	8	Ready for testing	2	0

6	Particle Engine: A physics based engine for spawning particles	2	24	24	Unstarted	0	0

Team Actions:

	User Feature <# *only*>			Planned	Actual									
				Planned hours this cycle	Process hours		Product hours		Customer hours		Total hours			
Name	Coder(s)	Test er(s)	Review er(s)		Week	Cycle	Week	Cycle	Week	Cycle	Week	Cycle		
Brian	3, 6	1	1,3,6	36	4	11	16	27	0	0	0	36		
Collin	1, 2, 4, 5		1,2,4, 5	36	2	7	10	29	0	0	12	36		
Peter		2, 4, 6	2,4,6	36	6	10	10	14	0	0	0	24		
Brandon		3, 5	3,5	36	6	13	7	14	0	0	0	27		