

Project Status Report

Untitled Car Game

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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:

- GameStates feature is implemented and ready for testing

Obstacles encountered since the last status report:

- NA

Risks facing the project:

- NA

Objectives for the next week:

- Finish UI feature and begin designing menus

User Features:

		Planned			Actual		
#	User Feature < <i>Short Name: Short Description</i> >	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	Virtual Machine: A virtual machine that interprets instructions to control the car.	2	25	13	Implement ation	0	12
3	Map Creator:Using an XML parser maps will be imported into the Monogame framework to be displayed.	2	25	10	Design	4	25
4	Basic UI: A basic UI that allows the player to navigate between screens and menus.	2	16	16	Implement ation	7	18
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 <# <i>only</i> >			Planned	Actual							
Name	Coder(s)	Test er(s)	Review er(s)	Planned hours this cycle	Process hours		Product hours		Customer hours		Total hours	
					Week	Cycle	Week	Cycle	Week	Cycle	Week	Cycle
Brian	6	1,3	1,3	42	4	4	3	3	0	0	7	7
Collin	1,4,5	2	1,2	42	3	3	9	9	0	0	12	12
Peter	2	4, 6	2,4	42	0	0	0	0	0	0	0	0
Brandon	3	5	3	42	3	3	3	3	0	0	6	6