Project Status Report

Untitled Car Game
Brian Bennett, Collin Hughes, Peter Giovi, Brandon Louis
04-5-20

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:

- NA

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	Virtual Machine: A virtual machine that interprets instructions to control the car.	2	25	13	Implementation	0	12
3	Map Creator:Using an XML parser maps will be imported into the Monogame framework to be displayed.	2	25	10	Design	10	27
4	Basic UI: A basic UI that allows the player to navigate between screens and menus.	2	16	16	Implementation	11	22
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:

| Name | User Feature <# *only*> | | | Planned | Actual | | | | | | | |
| | Coder(s) | Tester(s) | Reviewer(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	1,3,6	36	3	7	6	9	0	0	9	16
Collin	1,4,5	2	1,2,4,5	36	2	5	8	19	0	0	12	24
Peter	2	4,6	2,4,6	36	4	4	4	4	0	0	8	8
Brandon	3	5	3,5	36	4	7	4	7	0	0	6	14