Project Status Report

Untitled Car Game
Brian Bennett, Collin Hughes, Peter Giovi, Brandon Louis
04-26-20

Cycle 3:

System Intent:

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

Cycle Intent:

The focus for this cycle will be on the integration of all of our completed features instead of adding new ones. This will include expansive testing and polish, with the end result being a vanilla version of the original idea.

Accomplishments since the last status report:

- UI tested and integrated
- Programming Interface implementation complete

Obstacles encountered since the last status report:

- NA

Risks facing the project:

- NA

Objectives for the next week:

- Fully integrate everything together

User Features:

		Planned			Actual		
#	User Feature <***Short Name: Short Description***>	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.	3	25	6	Ready for Testing	5	21
3	Map Creator:Using an XML parser maps will be imported into the Monogame framework to be displayed.	3	25	20	Implement ation	15	52
4	Basic UI: A basic UI that allows the player to navigate between screens and menus.	2	16	16	Completed	2	28
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	0	Completed	0	2

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

Team Actions:

	User Feature <# *only*>			Planned	Actual							
Name	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	3, 6	1	1,3,6	36	2	4	8	18	0	0	10	22
Collin	1, 2, 4, 5		1,2,4, 5	36	1	7	11	14	0	0	12	21
Peter		2, 4, 6	2,4,6	36	6	10	6	11	0	0	0	22
Brandon		3, 5	3,5	36	4	9	5	8	0	0	9	17