

Project Status Report

Project Name: Compile Driver

Team Members: Collin Puchta, Darren Brunelle, Hassain Shiju, Noah Hinckley

Date: 3/24/2020

Cycle Number: 2

System Intent: Compile Driver is a racing game, in which the cars drive across user-made tracks controlled by player-written code

Cycle Intent: To implement a linear game flow, and make Compile Driver feel more fluid during play

Accomplishments since the last status report:

- We all met as a group and established new meeting times, since we will no longer be able to meet in class
- We discussed what features we want to include in this cycle, and who would be responsible for them

Obstacles encountered since the last status report:

- Not being able to meet in class will pose a communication challenge, as we will have to develop ways to meet online
- Further lack in communication, Includes not know what all members have contributed to

Risks facing the project:

- We may not have the time to implement all of the features that we want to
- Lack of knowledge of LibGDX API

Objectives for the next week:

- Fix group obstacles faced during start of cycle
- Create design artifacts for each feature

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	Ingame GUI: Implement a display at the bottom of the screen that displays information about each player (number of laps made, time, etc.)	2	10	10	In Progress/ Designing	1	1
2	Track Selection Menu: Implement an interface to select the TileMap file and Tileset that will be used for the race	2	25	25	In Progress (Currently Finalizing research and design documents)	5	0
3	Multiplayer Functionality: Allow for multiple cars to race at once, and allow them to collide with each other	3	10	10	In Progress with CarClass Remake	0	0
4	VM Improvements: Expand the functionality of the VM to make the game more fun and challenging to play.	2	15	15	In Progress (Researching)	0	0
5	Car Class Remake: Expand car class functionality by implementing proper physics, along with remaking some features	2	10	10	In Progress (Research)	0	0

Team Actions:

	User Feature <# <i>only</i> >			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
Collin Puchta	2	5	1	36	5	5	1	1	0	0	6	6
Darren Brunelle	5	2	3	36	0	0	1	1	0	0	1	1
Hassain Shiju	1	4	2	36	2	4	4	4	0	0	6	8
Noah Hinckley	4	1	5	36	1	1	0	0	0	0	1	1