

Project Status Report

Project Name: Compile Driver

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

Date: 4/4/2020

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 have fully implemented a level select screen, pending testing.
- Progress has been made on the Title Screen
- We implemented the options screen

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
- Finding available time due to other course time constraints
- Testing has yielded inconsistent results in some instances; need to design better test suites

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
- Chance for flickering issues to come up, if we mess with the gamma

Objectives for the next week:

- Have all features entirely complete
- Complete testing for all features

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 Being Tested)	1	15
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 (Coding and implementing)	0	0
6	Options Menu: Implement an interface to change gamma for the game	2	25	25	In progress/ Implementing	18	27

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	2, 5, 6	36	5	10	14	15	0	0	19	25
Darren Brunelle	5	2	2, 5	36	4	11	12	23	0	0	16	34
Hassain Shiju	1,6	4	1, 4	36	2	9	6	18	0	0	8	27
Noah Hinckley	4	1,6	1, 4	36	1	1	0	0	0	0	1	1