**Project Status Report**

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| --- | --- | --- | --- |
| Project Name: | Compile Driver | | |
| Team Members: | Darren Brunelle, Collin Puchta, Hassain Shiju, Noah Hinckley | | |
| Date: | 4/26/2020 | Cycle Number: | 3 |

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

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| --- | --- |
| Cycle Intent: | To complete all unfinished features, and polish all existing features |

Accomplishments since the last status report:

* Have created a working JAR file, which runs the game
* Fixed some bugs with the car class

Obstacles encountered since the last status report:

* Loading TileMap files crashes the game when run from a JAR file, because their tileset files cannot be found
* Certain features of the Car Class are not working as intended

Risks facing the project:

* Lack of time to complete features to the extent we would like

Objectives for the next week:

* Create a basic installer for the game
* Have a working demo of the Car Class improvements

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 | Executable File/Installer: The game will be able to be launched from an executable file. Additionally, there will be an installer to install the game and all dependencies. | 3 | 20 | 20 | In Progress (Currently implementing) |  |  |
| 2 | Sound: Implement the ability to play sounds during gameplay, at various points in the game | 3 | 20 | 20 |  |  |  |
| 3 | Physics/Car: Modify physics and car class to work for the several maps and other features of the game. More modular than hardcoded | 3 | 25 | 25 | In Progress(Patches/Testing) | 9 | 9 |
| 4 | Level Creation: Create a fun and usable track that the user can race on. | 3 | 15 | 15 |  |  |  |

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 |
| Collin Puchta | 1 | 5 | 1,5 | 36 | 4 | 9 | 6 | 7 | 0 | 0 | 10 | 16 |
| Noah Hinckley | 5 | 3 | 3,5 | 36 |  |  |  |  |  |  |  |  |
| Darren Brunelle | 3 | 2 | 2,3 | 36 | 4 | 5 | 8 | 9 | 0 | 0 | 12 | 14 |
| Hassain Shiju | 2 | 1 | 1,2 | 36 | 5 | 6 | 3 | 4 | 0 | 0 | 8 | 10 |