# Status Report – Week #

## Tasks Completed

*Brandyn*

* Basic input
* Set up game loop
* Began writing ship classes

*Bruce*

* Created ship model
* Wrote basic menu

*Danny*

* Researched networking
* Developed client/server classes
* Game chat demo completed

*Ira*

* Researched AI techniques for dogfighting
* Team organization stuffs
* Began writing player classes

*Ryan*

* Basic movement implemented
* Basic ship physics

## Scheduled Tasks

*Team*

* 1
* 2
* 3

*Brandyn*

* Finish writing ship/player classes
* Sync GUI components with game (eg. HP of ship object updates the HP on HUD)
* Prepare basic gameplay demo

*Bruce*

* Design/create HUD
* Finish GUI (menu system)
* Create ship model texture

*Danny*

* Integrate chat into game
* Networking with main game (movement of ships is sync’d on 2 screens)

*Ira*

* Implement chase behaviour
* Implement flee behaviour

*Ryan*

* Camera following ship
* Projectiles implemented
* Projectile collision

We, the undersigned, verify that the contents of this document are accurate.

Brandyn Offley – A00752674

Bruce Wright – A00676529

Danny Lau – A00739835

Ira Grunwell – A00730226

Ryan Dieno – A00721657