# Status Report – Week #

## Tasks Completed

*Brandyn*

* 1 Helped with terrain drawing
* 2 Helped with new movement implementation
* 3 Created child ship classes

*Bruce*

* Created terrain class (contains world – ground, buildings)

*Danny*

* AI: Designed and developed Flee and Wander behaviour for enemy ships
* AI: Upgraded the AI Seek behaviour to the new ship movement features
* AI: Designed and implemented the AIPlayer class
* AI: Added AI ship players to the gameplay
* Added chat to the game
* Designed and implemented a simple world map with a couple of buildings

*Ira*

* Began implementing seek behaviour for AI
* Reconstructing AI to use FSM.
* Created class to encapsulate game events for FSM to translate into transitions

*Ryan*

* 1 Movement & Chase camera fully implemented
* 2 Projectiles loaded, and firing
* 3 Projectile Collision

## Scheduled Tasks

*Brandyn*

* Fully implement gamestate object (retains updated game variables relevant to AI)
* Create pre-game screen to set up game (teams, # players, comp or human control, etc)
* Create the rest of the ship classes (small, medium, large)
* Implement radar

*Bruce*

* Terrain collision
* Projectile collision
* Help with implementing special moves (bombs at the very least)

*Danny*

* 1 Improve the AI behaviours
* 2 Implement the LAN capability for multiplayer game
* 3 Improve the lag issues for the client-server components

*Ira*

* Merge and integrate FSM code into main code
* AI transitions implemented
* Behaviours encapsulated in states

*Ryan*

* 1 Ship Collision
* 2 Basic Lighting
* 3 Special Moves, Missiles, Bombs (if enough time)

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

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