# Status Report – Week #

## Tasks Completed

*Brandyn*

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

*Bruce*

* Created ship model
* Wrote basic menu

*Danny*

* Integrate chat into game (Delayed)
  + Chat is going to be integrated later on, once the Client and Server components are robust and stable.
* Networking with main game (Delayed)
  + This topic will be integrated later one once the Client and Server components are robust and stable.
* Fixed data loss problem between Client-Server components.
* Designed and developed network game packets to communicate data effectively between Client and Server.
* Implemented the network game packets for the movement and creation of objects.

*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)
* Research and fix lag/synchronization problem when connecting the game in two different computers.
* Design and develop the rest of game network packets (AI, special ship moves, etc.)

*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.

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