# Status Report – Week #

## Tasks Completed

*Brandyn*

* 1 moved over all methods and variables to new classes
* 2 modded main directX class game loop to use new classes
* 3 added dummy AI ship to game loop

*Bruce*

* Designed/created HUD
* Finished Main Menu GUI (menu system)

*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.
* Created the Message Translator and Network Message classes.

*Ira*

* Began implementing state machines for AI

*Ryan*

* Time based movement
* Chase camera

## Scheduled Tasks

*Brandyn*

* 1 fully sync gui too gameplay
* 2 link any new models to new ship classes
* 3

*Bruce*

* Texture game model
* Make HUD functional with HP and Radar
* Have functions for controlling sounds

*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 state transitions (seeking -> fleeing -> shooting)
* Implement states

*Ryan*

* *Projectiles*
* *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