# Lunar Lander++ User Documentation

## Presenters: Devon, Cameron, Max, Lilian, William

This document outlines the details for a 3D multi-level platform game called Lunar Lander++.

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## Introduction

Lunar Lander++ is a single-player adventure game based off of Atari's *Lunar Lander*. Your objective is to land on the designated landing platforms safely whilst conserving fuel and avoiding obstacles.

## System Requirements

(Minimum)
**Operating System**: Windows 7 SP1 or higher
**Graphics**: GeForce 8800 or higher (Graphics card with DX10 capabilities)
**CPU**: Intel Pentium 4 or higher
**Storage:** At least 1GB free drive space

# Gameplay

Take on the roll of a daring astronaut and navigate through the dangers of space. With each new level your bravery and endurance will be tested. Pilot your fragile lander through each level to the landing platform. Be mindful of your movements, as your thrusters consume your on-board fuel. Obtain the fuel power-ups within each level to replenish your fuel level and keep your thrusters alive. Green landing platforms will reward you with 500 points. If you're daring enough to land on the red landing platforms, they will reward you with 1000 points. Keep in mind your lander is fragile! Landing too fast will ultimately result in your demise.

## User Interface and Controls

**W (Up Arrow)** - Bottom thruster (Move up)
**A (Left Arrow)** - Right thruster (Move left)
**D (Right Arrow)** - Left thruster (Move right)
**Escape (ESC)** - Pause

Pressing **Z** while in the Main Menu enables the administrator level selection menu.

## Options Menu

**Volume slide** - Adjust volume
**Fullscreen checkbox** - Enable/Disable Fullscreen
**Quality** - Change the quality of how materials are rendered in the game
**Resolution** - Change screen resolution of the game

## Game Sounds

The game has different sounds depending what the user is doing or what happened to the game. There is sound for ship movements and sounds for the ship crashing. We added sounds to make the game user friendly to the player and customers.

## Environment/Levels

Currently within Lunar Lander++ there are 11 levels. With the completion of each level, the difficulty rises and the user scores points depending on which platform they choose. Each level has its own unique challenges and obstacles. The following are some of the obstacles that user can encounter.

## Obstacles

Rock wall - These rock walls are anything but your friend. They are immovable and not fond of any spacecraft. When the lander hits this rock wall it will explode. The user has be careful not to hit these walls.

Starting Platforms - This is the platform that you start on in each level. You can safely land and take off from these platforms without destroying your ship as long as you do so softly. You also regain fuel by landing on these platforms.

Landing Platforms - There are two types of landing platforms. Green and red. The green landing platforms will reward 500 points. Red landing platforms will reward 1000 points, but are often harder to land on. Even though these will get you to your next level, they can also ruin your ship. Be mindful of the velocity at which you land. You also regain fuel by landing on these platforms.

Asteroids - These are broken pieces of rock (small to large) floating about space within the rock walls. Each have the capability to rotate or even move about the level. They act the same as rock walls but at a higher velocity.

## Powerups

Fuel - The lander will start out with a full fuel tank at the beginning of each level. Your ship will consume fuel every time the thrusters are activated. This powerup will fully restore your fuel level. You can also regain fuel by landing on any starting platform or landing pad.

# Credits

Fuel vector/icon
- https://www.flaticon.com/free-icon/gasoline-pump_115101
    - Author: FlatIcon

Rocks
- https://assetstore.unity.com/packages/3d/environments/asteroids-pack-84988
    - Author: Mark Dion

Background images
- https://www.pexels.com/photo/sky-with-stars-illustration-957061/
    - Author: Felix Mittermeier
- https://www.pexels.com/photo/photo-of-galaxy-207529/
    - Author: Pixabay

Sounds
- https://freesound.org/people/Maxx222/sounds/446764/
    - Author: Maxx222
- https://freesound.org/people/Quaker540/sounds/256960/
    - Author: Quacker540

Project Github Repository
- https://github.com/shaffem2/Lunar-Landar-

System Design:

Creating the Basics-

- Implement Game Objects to simulate Ship and Landing Platforms
- Design Code to allow Game Object to move using WASD or arrow keys
- Input gravity and force on ship (vertically up and side movements)

Designing the Ship-

- Extracted ship asset from Unity Store
- Adjusted size and rotation of ship
- Freeze rotation (2D Game)

Replacing Player-

- Set coordinates of ship's respawn
- Added hitbox registration on ship and game objects using box collider
- When ship is destroyed, particle explosion occurs
- Added sound effect of ships destruction
- Total of 3 lives

Particles-

- Designed and implemented particles from unity into project
- Adjusted to number of particles to create an explosion effect
- Extracted thruster asset from Unity Store
- Attached thrusters onto Ship and coded the activation of thrusters based off player's actions (bottom, left, and right thruster only)

UI-

- Added textboxes to display level, score, and lives
- Added fuel bar
- Level indication design to display player's current level
- Score was designed to motivate player to aim for the harder platform for higher score
- Lives indicator was necessary to display number attempts are left for player
- Fuel bar displayed amount of fuel of the ship

Score System-

- Level completion added 500 points
- Completing level on hard platform added 1000 points

Fuel System-

- Ship started with fixed amount of fuel
- Fuel depletes at a certain rate while thrusters are activated
- Fuel powerups implemented on each level to restore fuel for ship

Level Building-

- Used asteroid assets from Unity Store to create all level layouts
- Created total of 11 levels
- Easy and hard platform are noticeably different for player

Sound-

- Music in main menu
- Audio option included adjustments of sound volume
- Sound effect for particle explosion

Main Menu-

- Basic main menu: start game, options, and exit game
- End screen added for completion of game

# Project Status Report

Project Name: Lunar Lander++
Team Members: Devon Nguyen, Cameron O'Neil, William Heeb, Lilian Kiraka, Max Shaffer
Date:  2/19/19                                  Cycle Number: 1

System Intent: Control a miniature ship known as the Lunar Lander and attempt to safely land the vessel on the surface of the moon. The user must pilot this ship past various obstacles in order to reach the designated landing pads. If the ship comes into contact with any obstacle, the ship will be destroyed.

Cycle Intent:
- Construct rocket object and integrate basic controls for movement via WASD and/or arrow keys.
- Implement necessary game physics for the rocket such as gravity, the amount of thruster force against gravity, and the tilt of the rocket itself.
- Set up a basic, rough draft version of the moon's surface for testing purposes.
- Integrate collision interactions between the rocket and non-landing pad areas (ie., the surface of the moon, test walls, etc.)
- Set up at least one landing pad location for testing purposes. Unlike the surface of the moon, the ship should be able to land on the landing pad without being destroyed unless the ship is coming down too quickly.

Accomplishments since the last status report:
- Unity set up with GitHub for everyone except Lilian.
- A rocket object that can be controlled via WASD exists along with a test platform to move to. This is still experimental and is not yet merged with the GitHub repository.
- Set up Discord server as another form of communication for the group.

Obstacles encountered since the last status report:
- Lilian is using a Mac computer. The install process for Unity and GitHub integration is a little different for her due to this. We seem to have it sorted out and she should be ready to go by Thursday of this week.
- Unity is a bit more confusing than we originally anticipated.
- Everyone in the group needs more familiarization with GitHub integration with Unity

Risks facing the project:
- A certain team member has been consistently late and/or not showed up to our meetings. This team member (who shall remain anonymous for now) is being given a chance to fix the behavior now before it becomes a larger issue.

Objectives for the next week:
- Get Lilian's Unity set up with GitHub integration working on her computer.
- Get GitHub fully working with Unity the way we want it to.
- Complete all objectives for cycle 1.

Cycle 1 User Feature Activities:
- IN PROGRESS: Rocket object flyable and controllable using WASD and/or arrow keys
  - Partially completed.
  - Currently does not yes tilt as we originally planned.
- IN PROGRESS: Physics
  - Gravity works, but does not take into consideration object weight.
  - Thruster force not finalized.
- PLANNED: Collision
  - Some way to detect a collision that will later result in the loss of a life.
  - This will also allow us to tell the difference between a landing pad or safe spot and an obstacle that will later cause the loss of a life.
- COMPLETED: Test Surfaces
  - Basic walls, starting platform, and landing pad is used for testing purposes only.


Team Member Activities:
- Devon Nguyen
  - Unity with GitHub integration set up on their computer.
  - Starting to familiarize with Unity
- Cameron O'Neil
  - Unity with GitHub integration set up on their computer.
  - Starting to familiarize with Unity
- William Heeb
  - Unity with GitHub integration set up on their computer.
  - Starting to familiarize with Unity
  - Started progress on rocket object
  - Started progress on physics
  - Completed test walls cycle goal to test WIP rocket.
- Lilian Kiraka
  - Unity with GitHub integration will be set up on their computer by Thursday.
  - Ran into troubles while installing Unity because she is on a Mac.
  - Participates in group contributions and discussion despite technical issues.
- Max Shaffer
  - Unity with GitHub integration set up on their computer.
  - Starting to familiarize with Unity
  - Completed all written work for the week.
  - Started research on GitHub integration issues with Unity.

# Project Status Report

Project Name: Lunar Lander++
Team Members: Devon Nguyen, Cameron O'Neil, William Heeb, Lilian Kiraka, Max Shaffer
Date: 2/28/19                                    Cycle Number: 1, week 2, end of cycle 1

System Intent: Control a miniature ship known as the Lunar Lander and attempt to safely land the vessel on the surface of the moon. The user must pilot this ship past various obstacles in order to reach the designated landing pads. If the ship comes into contact with any obstacle, the ship will be destroyed.

Cycle Intent:
- Construct rocket object and integrate basic controls for movement via WASD and/or arrow keys.
- Implement necessary game physics for the rocket such as gravity, the amount of thruster force against gravity, and the tilt of the rocket itself.
- Set up a basic, rough draft version of the moon's surface for testing purposes.
- Integrate collision interactions between the rocket and non-landing pad areas (ie., the surface of the moon, test walls, etc.)
- Set up at least one landing pad location for testing purposes. Unlike the surface of the moon, the ship should be able to land on the landing pad without being destroyed unless the ship is coming down too quickly.

Accomplishments since the last status report:
- GitHub and Unity are now fully integrated for all group members.
- Updated physics
  - Applied air drag
  - Freeze rotation
  - Updated gravity
- Implemented test surfaces and obstacles to map.
- Change ship's asset and updated material.
- Implemented collision for landing and for test.
- Cycle 1 is now complete.

Obstacles encountered since the last status report:
- Lilian ran into more issues with the Mac version of Unity. She could not implement anything because the troubleshooting process took so long. Max helped her out by troubleshooting on a different Mac computer and together they solved the issue.
- Collision in the case of landing too fast had to be implemented a bit differently than other collisions with walls.

Risks facing the project:
- None

Objectives for the next week:
- Code to respawn ship
- Add option to exit application of game
- Start working on framework for adding multiple levels

Cycle 1 User Feature Activities:
- COMPLETED: Rocket object flyable and controllable using WASD and/or arrow keys
  ◦ Currently does not yes tilt as we originally planned.
- COMPLETED: Physics
  ◦ Gravity updated to better fit the theme of the game.
  ◦ Thruster force vertically up and horizontally left and right
- COMPLETED: Collision
  ◦ We can now tell the difference between a landing pad or safe spot and an obstacle that will later cause the loss of a life. Currently, your ship is destroyed and the game is over.
  ◦ If you do not land softly on the landing pads, the ship will also be destroyed.
- COMPLETED: Test Surfaces
  ◦ Basic walls, starting platform, and landing pad is used for testing purposes only.

Cycle 2 User Feature Activities:
- PLANNED: Ship's respawns at beginning after being destroyed.
- PLANNED: Design, create, and implement maps to be navigated through by the ship for each level. These maps will include tunnels to pilot the ship through as the player attempts to get to the landing pads. Some levels will have multiple landing pads placed in areas of varying landing difficulties.
- PLANNED: Successfully landing on a landing pad will now result in a victory of that level, and the player will gain access to the next level.
- PLANNED: Implement a health system. The player is given three lives. If the ship collides with any obstacle, a life will be taken away and the rocket will be reset to the beginning of the current level.
- PLANNED: Add objects to collide with besides walls such as debris or even lasers depending on the level.


Team Member Activities:
- Devon Nguyen
  ◦ Added collision when ship lands too fast
  ◦ Added collision when a ship comes into contact with an obstacle
  ◦ Updated map, changed materials of ship and test surfaces
  ◦ Worked on written report
  ◦ Added destruction of gameObject (ship)
- Cameron O'Neil
  ◦ Added ship asset
  ◦ Provided many variations of designs of ship
  ◦ Changed ship's colors to provide better visual
  ◦ Set up Trello board for group organization

- William Heeb
  ◦ Updated ship mechanics
  ◦ Updated game physics

- ◦ Added constraints (hitbox, scale, etc) on ships
- ◦ Updated fixed starting point of ship and set up goal platform
- ◦ Changed background theme to black (not permanent)
- Lilian Kiraka
  - ◦ Troubleshoot and solved issues with Unity on macOS
  - ◦ Presented project
  - ◦ Set up agenda for group
  - ◦ Set up meeting times and location for group meetings
  - ◦ In charge of group discussion
- Max Shaffer
  - ◦ Worked on written report
  - ◦ Updated map with test surfaces (platforms and walls)
  - ◦ Assisted Devon with collision implementation when ship lands too fast
  - ◦ Build game and set up on flash drive for presentation
  - ◦ Tested and debugged game
  - ◦ Assisted Lilian with troubleshooting and solving Unity macOS issues using a second Mac computer.
  - ◦ Learn how to setup and use unity on macOS

# Project Status Report

Project Name: Lunar Lander++
Team Members: Devon Nguyen, Cameron O'Neil, William Heeb, Lilian Kiraka, Max Shaffer
Date: 3/7/19                            Cycle Number: 2, week 1

System Intent: Control a miniature ship known as the Lunar Lander and attempt to safely land the vessel on the surface of the moon. The user must pilot this ship past various obstacles in order to reach the designated landing pads. If the ship comes into contact with any obstacle, the ship will be destroyed.

Cycle Intent:
- Design, create, and implement maps to be navigated through by the ship for each level. These maps will include tunnels to pilot the ship through as the player attempts to get to the landing pads. Some levels will have multiple landing pads placed in areas of varying landing difficulties.
- Successfully landing on a landing pad will now result in a victory of that level, and the player will gain access to the next level.
- Implement a health system. The player is given three lives. If the ship collides with any obstacle, a life will be taken away and the rocket will be reset to the beginning of the current level.
- Add objects to collide with besides walls such as debris or other obstacles.
- Add particle effects when the ship crashes.
- Add thruster effect to ship.

Accomplishments since the last status report:
● Research for implementing particle and thruster effects in Unity
● Progress on particle and thruster effects has started
● Level design has started
● More assets are in progress
● Ship can now respawn
● Basic main menu for the game

Obstacles encountered since the last status report:
● Everyone in the group is still a beginner with Unity. We have to do lots of research to know how to implement new ideas. This has happened with almost everything we have implemented this far. The current obstacle is learning about effects in Unity.

Risks facing the project:
● None

Objectives for the next week:

- Start working on framework for adding multiple levels
- Continue work on level design
- Continue work on assets
- Finish particle effects
- Finish thruster effects

Cycle 2 User Feature Activities:
- COMPLETED: Ship's respawns at beginning after being destroyed.
- IN PROGRESS: Design, create, and implement a main menu for the game.
- IN PROGRESS: Design, create, and implement maps to be navigated through by the ship for each level. These maps will include tunnels to pilot the ship through as the player attempts to get to the landing pads. Some levels will have multiple landing pads placed in areas of varying landing difficulties.
- PLANNED: Successfully landing on a landing pad will now result in a victory of that level, and the player will gain access to the next level.
- PLANNED: Implement a health system. The player is given three lives. If the ship collides with any obstacle, a life will be taken away and the rocket will be reset to the beginning of the current level.
- IN PROGRESS: Add objects to collide with besides walls such as debris or even lasers depending on the level.
- IN PROGRESS: Add particle effects for when the ship crashes.
- IN PROGRESS: Add thruster effects for the ship when it is moving.

Team Member Activities:
- Devon Nguyen
  - Started research on particle and thruster effects
  - Started implementation of particle and thruster effects

- Cameron O'Neil
  - Organized Trello board for group
  - Started work on assets for moon surfaces and obstacles

- William Heeb
  - Added a temporary basic main menu for the game
  - Added ship respawning

- Lilian Kiraka
  - Debugged ship respawning
  - Playtested, gave feedback for the game as an average user
  - Worked on level design

- Max Shaffer
  - Wrote written report
  - Wrote oral evaluations

- Worked on level design

**Project Status Report**

Project Name: Lunar Lander++
Team Members: Devon Nguyen, Cameron O'Neil, William Heeb, Lilian Kiraka, Max Shaffer
Date:  3/21/19                                                Cycle Number: 2, week 2

System Intent: Control a miniature ship known as the Lunar Lander and attempt to safely land the vessel on the surface of the moon. The user must pilot this ship past various obstacles in order to reach the designated landing pads. If the ship comes into contact with any obstacle, the ship will be destroyed.

Cycle Intent:
- Design, create, and implement maps to be navigated through by the ship for each level. These maps will include tunnels to pilot the ship through as the player attempts to get to the landing pads. Some levels will have multiple landing pads placed in areas of varying landing difficulties.
- Successfully landing on a landing pad will now result in a victory of that level, and the player will gain access to the next level.
- Implement a health system. The player is given three lives. If the ship collides with any obstacle, a life will be taken away and the rocket will be reset to the beginning of the current level.
- Add objects to collide with besides walls such as debris or other obstacles.
- Add particle effects when the ship crashes.
- Add thruster effect to ship.

Accomplishments since the last status report:
- Implemented framework to progress through levels
- Landing on the end platform of one level now takes you to the next level
- Implemented a "3 life" health system
- More progress on level design
- More progress on assets
- Work continues on thruster and particle effects

Obstacles encountered since the last status report:
- The code for destroying the ship upon a collision was executing twice. This was causing two lives to be taken away each time you crashed with the new life system. The old collision code was debugged and now works as intended with the 3 life system.
- We have encountered some difficulty with implementing thruster and particle effects. We hoped to have these fully implemented by this week, but time did not allow.

Risks facing the project:

- We need to start getting some permanent assets implemented into the game. Cameron has been working on assets in the background, but nothing is implemented yet. We are aiming to have some assets actually implemented before cycle 3 starts.

Objectives for the next week:
- Implement some of Lilian's level concepts that she worked on this week
- Continue work on level design concepts
- Continue work on assets
- Finish particle effects
- Finish thruster effects
- Get in contact with our "customer" and discuss the current state of the game.

Cycle 2 User Feature Activities:
- COMPLETED: Ship respawns at beginning after being destroyed.
- IN PROGRESS: Design, create, and implement a main menu for the game.
- IN PROGRESS: Design, create, and implement maps to be navigated through by the ship for each level. These maps will include tunnels to pilot the ship through as the player attempts to get to the landing pads. Some levels will have multiple landing pads placed in areas of varying landing difficulties.
- COMPLETED: Successfully landing on a landing pad will now result in a victory of that level, and the player will gain access to the next level.
- COMPLETED: Implement a health system. The player is given three lives. If the ship collides with any obstacle, a life will be taken away and the rocket will be reset to the beginning of the current level.
- IN PROGRESS: Add objects to collide with besides walls such as debris or even lasers depending on the level.
- IN PROGRESS: Add particle effects for when the ship crashes.
- IN PROGRESS: Add thruster effects for the ship when it is moving.
- IN PROGRESS: Assets, assets, and more assets.

Team Member Activities:
- Devon Nguyen
  - Continued work on thruster and particle effects.

- Cameron O'Neil
  - Continued work on assets.

- William Heeb
  - Worked on level implementation.
  - Debugged collision code to work correctly with the 3 life system.
  - Fixed a bug with the camera on level 2 not working properly.
  - Reorganized the project within Unity to make more sense.

- Lilian Kiraka
  - Worked on future level design concepts.
  - Playtested the levels we currently have implemented.
  - Wrote oral evaluations.

- Max Shaffer
  - Wrote written status report.
  - Worked on level implementation.
  - Implemented 3 life system.
  - Implemented framework for switching levels.

**Project Status Report**

Project Name: Lunar Lander++
Team Members: Devon Nguyen, Cameron O'Neil, William Heeb, Lilian Kiraka, Max Shaffer
Date: 3/28/19                                    Cycle Number: 2, end of cycle

System Intent: Control a miniature ship known as the Lunar Lander and attempt to safely land the vessel on the surface of the moon. The user must pilot this ship past various obstacles in order to reach the designated landing pads. If the ship comes into contact with any obstacle, the ship will be destroyed.

Cycle Intent:
- Design, create, and implement maps to be navigated through by the ship for each level. These maps will include tunnels to pilot the ship through as the player attempts to get to the landing pads. Some levels will have multiple landing pads placed in areas of varying landing difficulties.
- Successfully landing on a landing pad will now result in a victory of that level, and the player will gain access to the next level.
- Implement a health system. The player is given three lives. If the ship collides with any obstacle, a life will be taken away and the rocket will be reset to the beginning of the current level.
- Add objects to collide with besides walls such as debris or other obstacles.
- Add particle effects when the ship crashes.
- Add thruster effect to ship.

Accomplishments since the last status report:
- Five levels of increasing difficulty are now fully implemented and functioning properly.
- Moon surface assets are now implemented and used in all levels.
- Platform assets are now implemented and used in all levels.
- The crash animation particle effect is implemented.
- Thruster animation effect is implemented.

Obstacles encountered since the last status report:
- There is a bug with the crashing animation in the built version of the game that doesn't occur within the Unity editor.
- We found an issue with the camera not scaling properly when the game is ran at different resolutions.

Risks facing the project:
- None.

Objectives for the next week:
- Start working on a score system, figure out how to implement it to work with existing life system and level framework.
- Start working on a fuel system, figure out how to implement it to work with existing life system and level framework.

Cycle 2 User Feature Activities:
- COMPLETED: Ship respawns at beginning after being destroyed.
- COMPLETED: Design, create, and implement a main menu for the game.
- COMPLETED: Design, create, and implement maps to be navigated through by the ship for each level. These maps will include tunnels to pilot the ship through as the player attempts to get to the landing pads. Some levels will have multiple landing pads placed in areas of varying landing difficulties.
- COMPLETED: Successfully landing on a landing pad will now result in a victory of that level, and the player will gain access to the next level.
- COMPLETED: Implement a health system. The player is given three lives. If the ship collides with any obstacle, a life will be taken away and the rocket will be reset to the beginning of the current level.
- COMPLETED: Add objects to collide with besides walls such as debris or even lasers depending on the level.
- COMPLETED: Add particle effects for when the ship crashes.
- COMPLETED: Add thruster effects for the ship when it is moving.

Team Member Activities:
- Devon Nguyen
  - Implemented thruster animation / script
  - Assisted Max in crash animation / script implementation.

- Cameron O'Neil
  - Implemented assets for landing pad.
  - Implemented assets for moon surface.

- William Heeb
  - Implemented Lilian's new level designs from last week.
  - Worked on changing over levels to use new assets.
  - Worked on moving asteroids.

- Lilian Kiraka
  - Playtested levels 1-5.
  - Worked with Will on level creation.
  - Wrote oral evaluations.

- Max Shaffer
  - Wrote written status report.
  - Implemented crash animation / script.
  - Assisted Devon in thruster animation / script implementation.

**Project Status Report**

Project Name: Lunar Lander++
Team Members: Devon Nguyen, Cameron O'Neil, William Heeb, Lilian Kiraka, Max Shaffer
Date:  4/4/19                                    Cycle Number: 3, week 1

System Intent: Control a miniature ship known as the Lunar Lander and attempt to safely land the vessel on the designated landing pad. The user must pilot this ship past various obstacles in order to reach the designated landing pads. If the ship comes into contact with any obstacle, the ship will be destroyed.

Cycle Intent:
- Set up a GUI/HUD capable of displaying relevant information such as the level number, player score, amount of lives left, and rocketship fuel.
- Implement a fuel resource for the rocket's thrusters, including the rate at which fuel should be used. This fuel resource will reset to 100% at the beginning of each level. This includes a fuel indicator on the HUD.
- Implement a score system. Score points by successfully landing on the landing pads. Landing on the more difficult landing pads will earn the player more points. This includes a score indicator on the HUD.
- Finalize primary textures such as the lunar lander, the surface of the moon, walls, background, landing pads, etc.
- Add audio for:
    o Ambient game music
    o Thrusters
    o Crashing

Accomplishments since the last status report:
        This week was a big bug fix week. We had a lot of errors flooding the console while playing the game which was causing the game to become unstable and randomly crash. After meeting this week, we decided to shift focus this week to fixing bugs.

- Fixed a bug causing the crashing animation to play upon respawning in built version of the game.
- Fixed an issue with the camera not scaling properly at different resolutions. The game now works properly on any resolution up to 1920x1080.
- Fixed a bug causing static moon surfaces to throw occasional mesh errors in the console.
- Fixed a bug causing moving asteroids to spam errors in the console. This was ultimately causing the crashing issues, but is now fixed.
- Fixed a rare bug where you could occasionally land on the landing pad without being sent to the next level.

- Changed background texture to make the game easier to see.

- Changed lighting to make the game easier to see.
- Started work on score system.


Obstacles encountered since the last status report:
- None.

Risks facing the project:
- None.

Objectives for the next week:
- Implement score system.
- Start working on a fuel system.
- Start working on ambient music.

Cycle 3 User Feature Activities:
- PLANNED: Set up a GUI/HUD capable of displaying relevant information such as the level number, player score, amount of lives left, and rocketship fuel.
- PLANNED: Implement a fuel resource for the rocket's thrusters, including the rate at which fuel should be used. This fuel resource will reset to 100% at the beginning of each level. This includes a fuel indicator on the HUD.
- IN PROGRESS: Implement a score system. Score points by successfully landing on the landing pads. Landing on the more difficult landing pads will earn the player more points. This includes a score indicator on the HUD.
- IN PROGRESS: Finalize primary textures such as the lunar lander, the surface of the moon, walls, background, landing pads, etc.
- Add audio for:
  - PLANNED: Ambient game music
  - PLANNED: Thrusters
  - PLANNED: Crashing

Team Member Activities:
- Devon Nguyen
  - Started work on score system.

- Cameron O'Neil
  - Fixed a rare bug where you could occasionally land on the landing pad without being sent to the next level.

- William Heeb
  - Fixed a bug causing static moon surfaces to throw occasional mesh errors in the console.
  - Fixed an issue with the camera not scaling properly at different resolutions.
  - Fixed a bug causing moving asteroids to spam errors in the console.
  - Updated and vastly improved the main menu.

- Lilian Kiraka
  - Changed background texture to make the game easier to see.
  - Changed lighting to make the game easier to see.
  - Wrote oral evaluations.

- Max Shaffer
  - Wrote status report.
  - Fixed a bug causing the crashing animation to play upon respawning in built version of the game.
  - Assisted Will in fixing a bug causing static moon surfaces to throw occasional mesh errors in the console.

**Project Status Report**

Project Name: Lunar Lander++
Team Members: Devon Nguyen, Cameron O'Neil, William Heeb, Lilian Kiraka, Max Shaffer
Date: 4/11/19                                    Cycle Number: 3, week 2

System Intent: Control a miniature ship known as the Lunar Lander and attempt to safely land the vessel on the designated landing pad. The user must pilot this ship past various obstacles in order to reach the designated landing pads. If the ship comes into contact with any obstacle, the ship will be destroyed.

Cycle Intent:
- Set up a GUI/HUD capable of displaying relevant information such as the level number, player score, amount of lives left, and rocketship fuel.
- Implement a fuel resource for the rocket's thrusters, including the rate at which fuel should be used. This fuel resource will reset to 100% at the beginning of each level. This includes a fuel indicator on the HUD.
- Implement a score system. Score points by successfully landing on the landing pads. Landing on the more difficult landing pads will earn the player more points. This includes a score indicator on the HUD.
- Finalize primary textures such as the lunar lander, the surface of the moon, walls, background, landing pads, etc.
- Add audio for:
  o Ambient game music
  o Thrusters
  o Crashing

Accomplishments since the last status report:

- Implemented score system
- Implemented all audio
- Started work on fuel system
- Started work on HUD
- Fixed a game-breaking bug that we discovered with the landing platform
- Added a pause menu to the game
- Added a hidden menu select screen for testing / demonstration purposes
- Fixed several GUI / menu scaling issues
- Expanded options menu

Obstacles encountered since the last status report:

- Several bugs have popped up that we have had to fix. We spent a lot of time this week on reworking how the landing pad detects moving to the next level in order to fix a game breaking bug where you didn't have to land softly to go to the next level if the ship was perfectly centered on the landing pad.

Risks facing the project:
- Cameron has not been contributing to the project. In the first two cycles, he told us that he was working on assets in the background. He ended up giving us community made Assets from the Unity Asset Store. He has done very little coding and basically got away with doing less than an hours worth of work by lying to the rest of the group for the first two cycles. In cycle 3, he has done virtually nothing. He hasn't shown up to class and does not meet with the rest of the group outside of class.

Objectives for the next week:
- Finish Cycle 3 Features:
  - Finalize a different texture for the hard landing pads.
  - Implement fuel resource.
  - Finish HUD.
- Implement credits and an endgame sequence.
- Start working on possible extra features for the game.
- Start writing documentation.


Cycle 3 User Feature Activities:
- IN PROGRESS: Set up a GUI/HUD capable of displaying relevant information such as the level number, player score, amount of lives left, and rocketship fuel.
- IN PROGRESS: Implement a fuel resource for the rocket's thrusters, including the rate at which fuel should be used. This fuel resource will reset to 100% at the beginning of each level. This includes a fuel indicator on the HUD.
- COMPLETED: Implement a score system. Score points by successfully landing on the landing pads. Landing on the more difficult landing pads will earn the player more points.
- IN PROGRESS: Finalize primary textures such as the lunar lander, the surface of the moon, walls, background, landing pads, etc.
- Add audio for:
  - COMPLETED: Ambient game music
  - COMPLETED: Thrusters
  - COMPLETED: Crashing


Team Member Activities:
- Devon Nguyen

- ◦ Started work on HUD.
- ◦ Started work on fuel system with Max.
- ◦ Helped Max implement the score system.
- ◦ Worked with Will and Max to fix landing pad bug.

- ● Cameron O'Neil
  - ◦ None.

- ● William Heeb
  - ◦ Worked with Max and Devon to fix landing pad bug.
  - ◦ Implemented ambient game music.
  - ◦ Worked with Max to implement thruster audio.
  - ◦ Added a pause menu to the game.
  - ◦ Added a hidden menu select screen for testing / demonstration purposes.
  - ◦ Fixed several GUI / menu scaling issues.
  - ◦ Expanded options menu.

- ● Lilian Kiraka
  - ◦ Wrote oral evaluations.
  - ◦ Has been sick most of the week and did not have time to contribute as much as she would have liked to.
  - ◦ Participate on tuesday meeting discussion

- ● Max Shaffer
  - ◦ Wrote status report.
  - ◦ Started work on fuel system with Devon.
  - ◦ Worked with Devon and Will to fix landing pad bug.
  - ◦ Implemented crash audio.
  - ◦ Implemented score system.
  - ◦ Worked with Will to implement thruster audio.

**Project Status Report**

Project Name: Lunar Lander++
Team Members: Devon Nguyen, Cameron O'Neil, William Heeb, Lilian Kiraka, Max Shaffer
Date: 4/18/19                                     Cycle Number: 3, week 3

System Intent: Control a miniature ship known as the Lunar Lander and attempt to safely land the vessel on the designated landing pad. The user must pilot this ship past various obstacles in order to reach the designated landing pads. If the ship comes into contact with any obstacle, the ship will be destroyed.

Cycle Intent:
- Set up a GUI/HUD capable of displaying relevant information such as the level number, player score, amount of lives left, and rocketship fuel.
- Implement a fuel resource for the rocket's thrusters, including the rate at which fuel should be used. This fuel resource will reset to 100% at the beginning of each level. This includes a fuel indicator on the HUD.
- Implement a score system. Score points by successfully landing on the landing pads. Landing on the more difficult landing pads will earn the player more points. This includes a score indicator on the HUD.
- Finalize primary textures such as the lunar lander, the surface of the moon, walls, background, landing pads, etc.
- Add audio for:
  o Ambient game music
  o Thrusters
  o Crashing

Accomplishments since the last status report:
- Implemented full HUD.
- Implemented fuel system.
- Implemented fuel powerup.
- Added "How to Play" page as requested by customer.
- Added endgame sequence.
- Added local high score.
- Fixed a possible softlock that could occur with the fuel system if you landed halfway on a platform and ran out of fuel. You now regain fuel back if the ship is not moving and is on a platform.
- Fixed double collision if you hit two "walls" at once. This would cause two lives to be taken for one crash in rare instances.
- Finalized all landing pad textures.
- Started final documentation.

Obstacles encountered since the last status report:
- Some small bugs were discovered and fixed this week. Some impacted the game quite a bit, but were quickly resolved.

Risks facing the project:
- None

Objectives for the next week:
- Add credits to the game.
- Fix lingering options menu bug.
- Start working on possible extra features for the game.
- Continue writing / sorting final documentation.


Cycle 3 User Feature Activities:
- COMPLETED: Set up a GUI/HUD capable of displaying relevant information such as the level number, player score, amount of lives left, and rocketship fuel.
- COMPLETED: Implement a fuel resource for the rocket's thrusters, including the rate at which fuel should be used. This fuel resource will reset to 100% at the beginning of each level. This includes a fuel indicator on the HUD.
- COMPLETED: Implement a score system. Score points by successfully landing on the landing pads. Landing on the more difficult landing pads will earn the player more points.
- COMPLETED: Finalize primary textures such as the lunar lander, the surface of the moon, walls, background, landing pads, etc.
- Add audio for:
  - COMPLETED: Ambient game music
  - COMPLETED: Thrusters
  - COMPLETED: Crashing

Team Member Activities:
- Devon Nguyen
  - Implemented full HUD.
  - Cleaned and commented code.

- Cameron O'Neil
  - Started working on final documentation with Lilian.

- William Heeb
  - Added "How to Play" page as requested by customer.
  - Added endgame sequence.
  - Implemented local high score tracking.
  - Cleaned and commented code.

- Lilian Kiraka
  - Wrote oral evaluations.
  - Started working on final documentation with Cameron.
  - Managed group discussion.

- Max Shaffer
  - Wrote status report.
  - Implemented fuel system, complete with fuel bar on the HUD and a powerup to refill the fuel that can be collected in the middle of the level
  - Fixed a possible softlock that could occur with the new fuel system if you landed halfway on a platform and ran out of fuel. You now regain fuel back if the ship is not moving and is on a platform.
  - Fixed double collision if you hit two "walls" at once. This would cause two lives to be taken for one crash in rare instances.
  - Finalized all landing pad textures.

**Project Status Report**

Project Name: Lunar Lander++
Team Members: Devon Nguyen, Cameron O'Neil, William Heeb, Lilian Kiraka, Max Shaffer
Date:  4/25/19                                     Cycle Number: 3, week 4

System Intent: Control a miniature ship known as the Lunar Lander and attempt to safely land the vessel on the designated landing pad. The user must pilot this ship past various obstacles in order to reach the designated landing pads. If the ship comes into contact with any obstacle, the ship will be destroyed.

Cycle Intent:
- Set up a GUI/HUD capable of displaying relevant information such as the level number, player score, amount of lives left, and rocketship fuel.
- Implement a fuel resource for the rocket's thrusters, including the rate at which fuel should be used. This fuel resource will reset to 100% at the beginning of each level. This includes a fuel indicator on the HUD.
- Implement a score system. Score points by successfully landing on the landing pads. Landing on the more difficult landing pads will earn the player more points. This includes a score indicator on the HUD.
- Finalize primary textures such as the lunar lander, the surface of the moon, walls, background, landing pads, etc.
- Add audio for:
  o Ambient game music
  o Thrusters
  o Crashing

Accomplishments since the last status report:
● Continued work on final documentation.
● Organized a project binder.
● Fixed fuel exploit / bug.
● Worked on options menu bug

Obstacles encountered since the last status report:
● This options menu bug has been VERY difficult to tackle. It has been lurking in the background for quite some time and we have been having a very difficult time fixing it.

Risks facing the project:
● None.




Objectives for the next week:

- Complete the rest of documentation and add it to the project binder.
- Present our Final Project.


Cycle 3 User Feature Activities:
- COMPLETED: Set up a GUI/HUD capable of displaying relevant information such as the level number, player score, amount of lives left, and rocketship fuel.
- COMPLETED: Implement a fuel resource for the rocket's thrusters, including the rate at which fuel should be used. This fuel resource will reset to 100% at the beginning of each level. This includes a fuel indicator on the HUD.
- COMPLETED: Implement a score system. Score points by successfully landing on the landing pads. Landing on the more difficult landing pads will earn the player more points.
- COMPLETED: Finalize primary textures such as the lunar lander, the surface of the moon, walls, background, landing pads, etc.
- Add audio for:
  - COMPLETED: Ambient game music
  - COMPLETED: Thrusters
  - COMPLETED: Crashing

Team Member Activities:
- Devon Nguyen
  - Started preparing final presentation.
  - Dug up links to assets we used to give credit in documentation.

- Cameron O'Neil
  - Worked on final documentation with Lilian.
  - Organized project binder.

- William Heeb
  - Worked on options menu bug.
  - Dug up links to assets we used to give credit in documentation.

- Lilian Kiraka
  - Wrote oral evaluations.
  - Worked on final documentation.

- Max Shaffer
  - Wrote status report.
  - Fixed fuel exploit / bug.

# Project Status Report

Project Name: Lunar Lander++
Team Members: Devon Nguyen, Cameron O'Neil, William Heeb, Lilian Kiraka, Max Shaffer
Date:  4/30/19                                     Cycle Number: 3, end of cycle

System Intent: Control a miniature ship known as the Lunar Lander and attempt to safely land the vessel on the designated landing pad. The user must pilot this ship past various obstacles in order to reach the designated landing pads. If the ship comes into contact with any obstacle, the ship will be destroyed.

Cycle Intent:
- Set up a GUI/HUD capable of displaying relevant information such as the level number, player score, amount of lives left, and rocketship fuel.
- Implement a fuel resource for the rocket's thrusters, including the rate at which fuel should be used. This fuel resource will reset to 100% at the beginning of each level. This includes a fuel indicator on the HUD.
- Implement a score system. Score points by successfully landing on the landing pads. Landing on the more difficult landing pads will earn the player more points. This includes a score indicator on the HUD.
- Finalize primary textures such as the lunar lander, the surface of the moon, walls, background, landing pads, etc.
- Add audio for:
  o Ambient game music
  o Thrusters
  o Crashing

Accomplishments since the last status report:
- Fixed a bug with the fuel bar showing a small amount of fuel when you are out of fuel.
- Fixed rare bug with the asteroid not moving on level 6.
- Added "Game Over" text to the end sequence.
- Fixed the infamous options menu bug.
- Finished all documentation.
- We are ready to present our project.

Obstacles encountered since the last status report:
- None

Risks facing the project:
- None.

Objectives for the next week:
- None, we are ready to present our final product.


Cycle 3 User Feature Activities:
- COMPLETED: Set up a GUI/HUD capable of displaying relevant information such as the level number, player score, amount of lives left, and rocketship fuel.
- COMPLETED: Implement a fuel resource for the rocket's thrusters, including the rate at which fuel should be used. This fuel resource will reset to 100% at the beginning of each level. This includes a fuel indicator on the HUD.
- COMPLETED: Implement a score system. Score points by successfully landing on the landing pads. Landing on the more difficult landing pads will earn the player more points.
- COMPLETED: Finalize primary textures such as the lunar lander, the surface of the moon, walls, background, landing pads, etc.
- Add audio for:
  - COMPLETED: Ambient game music
  - COMPLETED: Thrusters
  - COMPLETED: Crashing

Team Member Activities:
- Devon Nguyen
  - Wrote system architecture documentation.

- Cameron O'Neil
  - Finished up user manual with Lilian
  - Added all updated documents to the binder.

- William Heeb
  - Fixed rare bug with the asteroid not moving on level 6.
  - Added "Game Over" text to the end sequence.
  - Fixed the infamous options menu bug.

- Lilian Kiraka
  - Wrote oral evaluations.
  - Finished up user manual with Cameron.

- Max Shaffer
  - Wrote status report.
  - Fixed a bug with the fuel bar showing a small amount of fuel when you are out of fuel.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Smart Rocket
Presenter:
Cycle: 1
Evaluator: 730
Date:    2/19/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 10 | 10 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: Excellent


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Random Chess
Presenter:
Cycle: 1
Evaluator: 730
Date:    2/19/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 10 | 10 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: Excellent


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Minesweeper
Presenter: ???
Cycle: 1
Evaluator: 730
Date:    2/19/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 10 | 10 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: Excellent


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Encryption Lock
Presenter: ???
Cycle: 1
Evaluator: 730
Date:    2/19/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 10 | 10 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: Excellent


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: 2D Racer
Presenter: ???
Cycle: 1
Evaluator: 730
Date:    2/19/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 10 | 10 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: Excellent


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Make sure you don't put all the focus on assets. Make sure you are working evenly instead of focusing on graphics.You don't want to get caught

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Secure ID
Presenter: Kyaw Soe
Cycle: 1
Evaluator: 730
Date:    2/28/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE: The team seems to be on track and making good progress on their project, but I think they should have started on the back end by now.

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 9 | 8 | 10 | 7 | 8 | 8 |


PRESENTER'S PERFORMANCE: 5/10, Presenter was quiet and did not speak loud enough to hear very well. Lots of pausing in presentation. Needed help from other group member to explain what was going on.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Work on the back end as well as the front end. The back end is going to be harder so you should allow more time to work on it.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Smart Rocket
Presenter: Josh
Cycle: 1
Evaluator: 730
Date:    2/28/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE: You guys blew it out of the park. Very impressive. I love the idea of the user building the levels. Team performing very well.

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 10 | 10 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: 10/10, Presenter was clear and concise. Very well spoken.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: 2D Racer
Presenter: Ian
Cycle: 1
Evaluator: 730
Date:    2/28/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE: The team seems to be on track and making good progress on their project.

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 8 | 10 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: 9/10, Presenter was loud enough to hear. Some small pauses in presentation. Answered question effectively.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Procedural generation will be the hardest to implement. You should focus on that soon to make sure you have enough time.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Minesweeper
Presenter: Alexandria
Cycle: 1
Evaluator: 730
Date:    2/28/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE: The team seems to be on track and making good progress on their project. Prototype of original game working as intended.

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 10 | 10 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: 10/10, Easy to hear and understand. Prototype worked well.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Start implementing changes to make it different from the original Minesweeper.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Random Chess
Presenter: Mackenzie
Cycle: 1
Evaluator: 730
Date:    2/28/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE: Team seems to be on track, but did not meet with the customer.

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | ??? | 10 | 10 | 8 | 9 | 10 |


PRESENTER'S PERFORMANCE: It was very difficult to hear. Presenter spoke very softly. 8/10


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Speak louder when you present! Group is doing very well.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Random Chess
Presenter: Brandon
Cycle: 2
Evaluator: 730
Date:    3/7/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE: The team seems to be on track and making good progress on their project.

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 10 | 9 | 10 | 9 | 8 | 9 |


PRESENTER'S PERFORMANCE: 8/10, presenter spoke very quietly, but I could still hear him.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Work on the checkmate feature. It seems difficult, so allot more time to it.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Smart Rocket
Presenter: Courtney
Cycle: 2
Evaluator: 730
Date:    3/7/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE: The team seems to be on track and making good progress on their project.

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 9 | 7 | 10 | 10 | 9 | 9 |


PRESENTER'S PERFORMANCE: 8/10, Presenter was nervous, but presented the information well and spoke loud enough to hear from the back of the room.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Use more MVPP / CAP elements.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: 2D Racer
Presenter: Kelvin
Cycle: 2
Evaluator: 730
Date:    3/7/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE: The team seems to be on track and making good progress on their project.

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 10 | 10 | 10 | 10 | 9 | 9 |


PRESENTER'S PERFORMANCE: 10/10, responded to our group's previous criticism about procedural generation.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None. I like that you guys are meeting in subgroups though. Very good idea.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: ID Encryption
Presenter: Andrew
Cycle: 2
Evaluator: 730
Date:   3/7/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE: The team seems to be on track and making good progress on their project.

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 10 | 9 | 10 | 9 | 8 | 10 |


PRESENTER'S PERFORMANCE: 10/10, excellent presentation. Much easier to hear and more information than last week. Good use of diagrams.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None. Responded to last weeks criticism effectively. Good job.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Minesweeper
Presenter: Ethan
Cycle: 2
Evaluator: 730
Date:    3/7/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE: The team seems to be on track and making good progress on their project.

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 8 | 8 | 7 | 8 | 8 | 8 | 8 |


PRESENTER'S PERFORMANCE: 6/10, very quiet. Hard to hear from the back of the room.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Your presentation was very vague from what I could hear. You spoke very quietly so I may have missed something. Every week you guys get asked the same question about how the game will be different. Start incorporating new new features to make the class stop asking.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Minesweeper
Presenter: Richard
Cycle: 2
Evaluator: 592
Date:    3/21/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 8 | 8 | 8 | 9 | 10 | 9 | 8 |


PRESENTER'S PERFORMANCE: 8/10 Were receptive to last criticism not only that but also with the help of Professor Sengupta were able to discuss different ways to bring challenge to their game.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Adding new game models and difficulties to look like a real minesweeper game.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Random Chess
Presenter: Benjamin
Cycle: 2
Evaluator: 592
Date:    3/21/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 9 | 10 | 10 | 10 | 10 | 9 |


PRESENTER'S PERFORMANCE: 9/10 Looking to demonstrate their random chase in the next class as they did not have anything much to show today.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Add holes feature and main menu in their game.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Smart Rocket
Presenter: Gabe
Cycle: 2
Evaluator: 592
Date:    3/21/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 9 | 9 | 10 | 10 | 9 | 10 |


PRESENTER'S PERFORMANCE: 10/10 Good presentations in terms of the dept of programming use to implement new stuffs to their game.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Deciding either to use relational model postgres or JSON in their programming concept.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: 2D Racer
Presenter: Don
Cycle: 2
Evaluator: 592
Date:    3/21/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 8 | 8 | 9 | 10 | 10 | 8 | 8 |


PRESENTER'S PERFORMANCE: 8/10 Good presentation.

CONSTRUCTIVE SUGGESTION FOR THE TEAM: Try the different method of map generation as your other group member mentioned at the end of the presentation.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: ID Encryption
Presenter: Brian
Cycle: 2
Evaluator: 592
Date:    3/21/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 8 | 8 | 8 | 9 | 9 | 9 | 8 |


PRESENTER'S PERFORMANCE: 10/10 Working on how they are looking to store their data in the website.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Storing data into the database,  Professor Sengupta gave them suggestion about their game and they are working together.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: ID Encryption
Presenter: Aiden
Cycle: 2
Evaluator: 592
Date:    3/28/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 9 | 10 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE:   10/10 Good presentation on how the data is fetched, decoded encrypted and decrypted from the programmer and customer view point.


CONSTRUCTIVE SUGGESTION FOR THE TEAM:  Their customer suggested to have a pop window to show the information.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Minesweeper
Presenter: Thias
Cycle: 2
Evaluator: 592
Date:    3/28/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 8 | 9 | 10 | 10 | 9 | 9 |


PRESENTER'S PERFORMANCE: 8/10 Perfecting the model of the game for cycle 2 was a success.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Have a user manual for a player. Professor suggested to limit the number of mines on the game.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Random Chess
Presenter: Jack
Cycle: 2
Evaluator: 592
Date:    3/28/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
| --- | --- | --- | --- | --- | --- | --- |
| 10 | 10 | 10 | 10 | 10 | 9 | 10 |


PRESENTER'S PERFORMANCE: 10/10 Good presentation on the game. The game is almost done currently. The team is looking to add more random pieces to the board.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Adding features to the game and make it user friendly to the player.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Smart Rocket
Presenter: William
Cycle: 2
Evaluator: 592
Date:    3/28/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 9 | 9 | 10 | 9 | 8 | 10 |


PRESENTER'S PERFORMANCE: 10/10 Good presentations in terms of the dept of game on player view. For cycle 2, the project has been successful.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Professor Sengupta challenges the group to show the number of rockets that made it to the goal in the UI.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: 2D Racer
Presenter: Luke
Cycle: 2
Evaluator: 592
Date:    3/28/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 10 | 8 | 10 | 9 | 9 | 10 |


PRESENTER'S PERFORMANCE: 8/10 they were able to execute cycle 2 successful


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Add some moving obstacles and fix their camera to get the car moving on track.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Random Chess
Presenter: Taylor
Cycle: 3
Evaluator: 730
Date:    4/4/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 8 | 8 | 10 | 10 | 10 | 9 |


PRESENTER'S PERFORMANCE: 10/10. Addressed criticism well and spoke clearly.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Secure ID
Presenter: Aiden
Cycle: 3
Evaluator: 730
Date:    4/4/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 10 | 10 | 8 | 10 | 9 | 9 |


PRESENTER'S PERFORMANCE: 10/10. Great job responding to customer requests. Addressed concerns of class from last presentation.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Smart Rocket
Presenter: Cayman
Cycle: 3
Evaluator: 730
Date:    4/4/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 8 | 9 | 10 | 10 | 9 | 10 | 10 |


PRESENTER'S PERFORMANCE: 10/10, great presentation. Spoke loud and clear.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: You stated that you are facing the risk of time. Figure out what features you can cut if you run out of time.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: 2D Racer
Presenter: Justin
Cycle: 3
Evaluator: 730
Date:    4/4/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 9 | 10 | 10 | 10 | 10 | 9 |


PRESENTER'S PERFORMANCE: 10/10. Responded to criticism well.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Minesweeper
Presenter: Chris
Cycle: 3
Evaluator: 730
Date:    4/4/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 8 | 10 | 10 | 9 | 10 | 9 | 9 |


PRESENTER'S PERFORMANCE: 10/10. Presenter knew what was going on and was knowledgeable about his project.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Make sure you have allowed enough time for writing at the end of the cycle.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Random Chess
Presenter: Jack
Cycle: 3
Evaluator: 592
Date:    4/11/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 9 | 9 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: 10/10 Able to implement mines. They added sound effects. Game predictions were added. Still working on the board assets. The game is done but team is adding a few things since they have the time.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Professor wanted to know if the team is integrated and the team is and in most cases they work together. Professor asked if they are looking for the duplicated king in their game and the team is looking to do so because they have completed their project.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Secure ID
Presenter: Nat
Cycle: 3
Evaluator: 592
Date:    4/11/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 9 | 8 | 8 | 8 | 9 | 9 |


PRESENTER'S PERFORMANCE: 10/10 Working together and the game is working properly.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Professor suggested they do more research on their project to make sure they doing what they are supposed to do. He asked them to have user manual and start working on their documentation.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Smart Rocket
Presenter:
Cycle: 3
Evaluator: 592
Date:    4/11/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 10 | 10 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: 10/10 Fixed the static object and were able to have those object rotate. Looking to improve the efficiency on the physics side of the game. To use the game, it requires login. Looking to implement the verification.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Professor required the team to add user manual.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: 2D Racer
Presenter: Ian
Cycle: 3
Evaluator: 592
Date:    4/11/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 9 | 8 | 9 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: 10/10 Will add sound effects, the car functionality is looking good, they are not sure if they will add any other features due to time. The game has moved from 2D to 3D.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Professor asked if any features were added and if the car is running smoothly compared to last report. The team is enjoying the game and the documentation is in progress. Professor suggested they add music and sound effects.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Minesweeper
Presenter: Dylan
Cycle: 3
Evaluator: 592
Date:    4/11/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 9 | 8 | 9 | 10 | 9 | 9 |


PRESENTER'S PERFORMANCE: 10/10 They are not looking to add more features. The game is working properly.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Professor asked if the project is working and if the team likes the project.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Random Chess
Presenter: Ryan
Cycle: 3
Evaluator: 592
Date:    4/18/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 9 | 8 | 9 | 10 | 9 | 10 |


PRESENTER'S PERFORMANCE: 10/10 Group is finishing up and working on their documentation.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Secure ID
Presenter: Kyaw
Cycle: 3
Evaluator: 592
Date:    4/18/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 9 | 10 | 9 | 8 | 9 | 9 |


PRESENTER'S PERFORMANCE: 9/10 Presenter was well informed and is finishing up some documentation on their project.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Speak louder when presenting.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Smart Rocket
Presenter: Kourtney
Cycle: 3
Evaluator: 592
Date:    4/18/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 10 | 10 | 9 | 9 | 10 | 9 |


PRESENTER'S PERFORMANCE: 10/10 Good presentation. Group is finishing up their project. They implemented the features that they talked about adding last week.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Make sure you have enough time for documentation.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: 2D Racer
Presenter: Jake
Cycle: 3
Evaluator: 592
Date:    4/18/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 9 | 8 | 9 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: 10/10 Game is in good shape, group is still working on documentation and buttoning up their project


CONSTRUCTIVE SUGGESTION FOR THE TEAM: Professor asked if any features were added and if the car is running smoothly compared to last report. The team is enjoying the game and the documentation is in progress. Professor suggested they add music and sound effects.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Minesweeper
Presenter: Richard
Cycle: 3
Evaluator: 592
Date:    4/18/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 9 | 10 | 9 | 10 | 9 | 10 |


PRESENTER'S PERFORMANCE: 10/10 Group is finishing up and fixed a major bug in their game.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)

Team: Random Chess
Presenter: Ryan
Cycle: 3
Evaluator: 592
Date:    4/25/19

For each slot below, insert your best estimate (out of 10) of presenter's score:

TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 9 | 9 | 10 | 9 | 10 | 10 | 9 |

PRESENTER'S PERFORMANCE: 10/10, Game is ready to go. The group is working on documentation.

CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Secure ID
Presenter: Brian
Cycle: 3
Evaluator: 592
Date:    4/25/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 9 | 10 | 10 | 10 | 10 | 8 |


PRESENTER'S PERFORMANCE: 10/10 Game is ready and they are working on their documentation.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Smart Rocket
Presenter: Josh
Cycle: 3
Evaluator: 592
Date:    4/25/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 10 | 9 | 9 | 8 | 10 | 10 |


PRESENTER'S PERFORMANCE: 10/10 Game is in good shape, and ready to be presented.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: 2D Racer
Presenter: Donald
Cycle: 3
Evaluator: 592
Date:    4/25/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 10 | 10 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: 10/10, The team fixed all the bugs.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

EVALUATION OF ORAL PRESENTATION CS370 (SPRING 19)


Team: Minesweeper
Presenter: Tahis
Cycle: 3
Evaluator: 592
Date:    4/25/19

For each slot below, insert your best estimate (out of 10) of presenter's score:


TEAM PERFORMANCE:

| Cycle Intent | Customer's Vision | MVPP/CAP Elements | Status Report | Class discussion | Class Expectation | New Stuff |
|---|---|---|---|---|---|---|
| 10 | 10 | 10 | 10 | 10 | 10 | 10 |


PRESENTER'S PERFORMANCE: 10/10 Game is great, the team fixed all bugs and is working on their documentation.


CONSTRUCTIVE SUGGESTION FOR THE TEAM: None.

3/19/19 Meeting Log


Devon: Not present, instructed to finish up particle and thruster effects before class on 3/21

Cameron: Continuing work on assets.

Lilian: Will mock up concept level designs on paper to be implemented. Will write oral evaluations in class.

Max: Will implement Lilian's concepts when received, currently working on a "3 life" system

Will: Started development of level framework, may work on something else as well if time allows

Max & Will: Will come together later to integrate "3 life" system with the level framework.

3/26/19 Meeting Log
ACCOMPLISHMENTS SINCE LAST MEETING:

- Added level 3
- Thrusters added
- Moon surface / asteroid asset added
- Fixed thruster angle during meeting

TO DO BY THURSDAY:
- Modify all levels with new moon asset
- Add level 4 and 5
- Implement landing pad asset
- Finish crash particle effect

4/2/19 Meeting Log

Cameron: Fix errors in console with asteroid asset.

Devon and Max: Fix error with crash animation in built version. Start work on score system after crash error is fixed.

Will and Lilian: Fix lighting issues, possibly editing or adding some levels.

4/9/19 Meeting Log
Present Members: Max, Will, Devon

- Discussed different ways to implement score system.
- Discussed possible mechanics of the fuel system.
- Discussed some lingering bugs within the game.


- Worked on project together
- Score system implemented
- Discovered new bug with landing platform

Later that day…

- Fixed landing platform bug
- Fixed screen resolution bug
- Updated screen resolution options to show refresh rate correctly
- Fixed pause menu scaling
- Muted all audio when paused

4/16/19 Meeting Log
Present: Max, Will, Cameron, Devon, Lilian

Discussion:
- State of the game
- Difficulty of the game, how fuel has added an entirely new dynamic to the game
- Documentation progress update
- "Cheater Menu" discussion: level select, unlimited lives, etc. (Do we want to implement it?)
- Adding an "Extra Life" powerup, and discussed possible places to put them.

Bugs:
- Landing halfway on the platform and running out of fuel can softlock the game.
- Double collision with two rocks in the same frame can take two lives away.
- Options menu not loading saved settings properly.

4/23/19 Meeting Log
Present: Max, Will, Cameron, Lilian

Discussion:
- Progress on documentation
- Progress on options menu bug
- Progress on fuel bug
- Should we have a credits page in game or just leave it on the documentation?
    - Shared links for pictures and sounds for credits
- Cameron will organize the project binder for us