

Project Status Report

Project Name: Escape Room	Member 1: Jayden Ang Member 2: Amisha
Description of Project: We are planning to make an escape room game where you have to get clues from inside the room to escape the room. I was thinking of adding interactive objects (ex. a picture frame that alerts you when you click on it. The objective of this game is to make it fun and to have a complex solution that makes you think carefully about every clue.	
<p style="text-align: center;">According to my original proposal (idea) this Project:</p> <div style="display: flex; justify-content: space-around;"> <input type="checkbox"/> Did not change <input checked="" type="checkbox"/> Slightly changed <input type="checkbox"/> Completely changed </div>	
Description of changes: I decided to change the idea by using alerts instead of moving the object because I feel like it is more original.	
% Complete: 35%	
<p style="text-align: center;">According to my planning this Project is...</p> <div style="display: flex; justify-content: space-around;"> <input type="checkbox"/> Ahead of Schedule <input type="checkbox"/> On Schedule <input checked="" type="checkbox"/> Behind Schedule </div>	
Based on my previous estimations I can say that the project is: (circle one) <div style="display: flex; justify-content: space-around; align-items: center;"> Green (OK) Yellow (in trouble) Red (in danger) </div>	
This project includes code and a user manual (documentation). Based on my progress I can report that the overall development is at (check one):	
Application Documentation <input checked="" type="checkbox"/> Not started <input type="checkbox"/> In development <input type="checkbox"/> Revision update	Application Implementation <input type="checkbox"/> Just working on ideas <input checked="" type="checkbox"/> Partially implemented (some functionality) <input type="checkbox"/> Completely implemented (testing features) <input type="checkbox"/> Finishing details (polishing little things)
Project Issues: [difficulties you have found, challenges. You can use a bullet list here] Some issues that we're currently working on is to be able to use a click eventListener in Canvas for each object. The other issue is just documentation.	
Course topics used: [list the course topics that you have used during your development, if there is a topic not covered in class explain why and how it was used] We are using Canvas, HTML, eventListeners, img objects, loops.	