Progress Report: Flying Plane

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| Team Name: The Dapper Duo | Date: October 31th, 2023 |
| Team Members:Seth Dijkstra, Jesse Taylor | Reporting Period: Phase 3 |

Introduction

As part of your ongoing project to develop a mobile application, you are required to submit a progress report at the end of each phase of the project. This report should summarize the work you have complete so far, the progress towards meeting the project goals, and identify any challenges your team has encountered.

Instructions

* Use the templates below as thought starters for your progress report.
* Submit this progress report with your work at each stage of the project.
* Only one submission per team is required.

Phase 1 – Project Planning and Team Statement

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| **Highlights and Accomplishments** | What major tasks that have been completed in this phase of the project?  Created outline for project, made art for homescreen to use. Finalized name of app. |
| **Challenges and Issues** | What challenges, issues, or obstacles did you encounter and how did you overcome them?  Working on learning react syntax. |
| **Individual Contributions** | What did each member of the team work on in this phase of the project?  Jesse: Created the project and made the github Seth: Created the art for homescreen and chose name. |
| **Team Plan for Next Phase** | What do you plan on completing in the next phase of the project?  Creating more functionality within the game, adding obstacles and a point system. |
| **Individual Plan for Next Phase** | What do you plan on completing in the next phase of the project?  Seth: Create a point system where you can get highscores by going past obstacles. Jesse: Add obstacles and work on the plane functionality. |

Phase 2 – App Architecture

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| **Highlights and Accomplishments** | What major tasks that have been completed in this phase of the project?  Game main menu with functional buttons, locker room with multiple options to choose from. The plane can move up and down |
| **Challenges and Issues** | What challenges, issues, or obstacles did you encounter and how did you overcome them?  To make the plane move in different ways and adding objects into the game |
| **Individual Contributions** | What did each member of the team work on in this phase of the project?  Jesse: Worked on the plane movement functionality  Seth: Created the locker room with multiple options |
| **Team Plan for Next Phase** | What do you plan on completing in the next phase of the project?  Make art for the game, like for obstacles and add a score system |
| **Individual Plan for Next Phase** | What do you plan on completing in the next phase of the project?  Jesse: Work on adding the obstacles and starting point system  Seth: Make art for the game to use as obstacles and help integrade it into the app. |

Phase 3 – User Interface Mock-Up

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| **Highlights and Accomplishments** | What major tasks that have been completed in this phase of the project?  Jesse: Created initial repo and html pages for static website design  Seth: Imported pngs for game and proper linking between html pages |
| **Challenges and Issues** | What challenges, issues, or obstacles did you encounter and how did you overcome them?  We ran into issues trying to use one css file for multiple different pages. But by clever use of css classes we can easily differentiate between what will be re-used and specific classes for individual pages. |
| **Individual Contributions** | What did each member of the team work on in this phase of the project?  Seth worked on the design of the icons and implementation into the html pages while Jesse worked on the functionality between html files and the layout of text and buttons. |
| **Team Plan for Next Phase** | What do you plan on completing in the next phase of the project?  We will be turning this static website into a working React Native app with relatively similar design layout while refining some decisions and creating all game functionality to go alongside the design of the app. |
| **Individual Plan for Next Phase** | What do you plan on completing in the next phase of the project?  Seth: Design the art and background of pages in the app and the functionality between them. Work on score counter?  Jesse: Work on the plane physics and figure out how to keep a moving and changing game background throughout playthrough |

Phase 4 – Building the App

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| **Highlights and Accomplishments** | What major tasks that have been completed in this phase of the project?  e.g. Flux capacitor is almost complete |
| **Challenges and Issues** | What challenges, issues, or obstacles did you encounter and how did you overcome them?  e.g. The flux is not fluxing. |
| **Individual Contributions** | What did each member of the team work on in this phase of the project?  e.g. Marty worked on flux design. |
| **Team Plan for Next Phase** | What do you plan on completing in the next phase of the project?  e.g. Flux capacitor will be 45% complete |
| **Individual Plan for Next Phase** | What do you plan on completing in the next phase of the project?  e.g. Marty will work on upgrading capacitor. |

Phase 5 – Reflection and Peer Assessment

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| **Highlights and Accomplishments** | What major tasks that have been completed in this phase of the project?  e.g. Flux capacitor is almost complete |
| **Challenges and Issues** | What challenges, issues, or obstacles did you encounter and how did you overcome them?  e.g. The flux is not fluxing. |
| **Individual Contributions** | What did each member of the team work on in this phase of the project?  e.g. Marty worked on flux design. |