Project Status report

Name:	Mason Lane
Community (UN SD goal):	SDG 14
MVP #	1
Sprint cycle dates:	Oct19 - Nov2

Project Name	aeS
Blurb	aeS aims to be a new web/mobile platform seeking to provide daily interaction/learning through the form of learning activities/games that the user must frequent. One issue with many environmental learning games is that they are quite often one-and-done activities. You browse the game, learn and never come back. It's very hard to appreciate the importance of an endeavor with these types of games. Infact, many mobile learning games are more "fun" than effective. I hope to foster a community that brings back visitors, who wish to observe the fruits of the game communitie's labors. "winning" the game will be a group effort, and will encourage students to return. Upon returning, we hope to draw their attention back to the SDG at hand with new news/information.
For Week Ending	Nov 2 MVP 1
Project Status	Green with a hint of lemon
Status Description	The majority of work has been done to allow for introduction of backend/websocket

No side-panes or main menu (hence partial yellow). I do not think these are critical as the scope has changed slightly

No popup (I plan on doing this as part of the trivia popups) |

Activities—During the past sprint cycle

Setup flutter project
Configure project for flame engine
Setup parallax background
Setup tappable garbage items
Animated tappables
Class monitors the state of all tappable objects
Setup basic hud/player data (score, quota, etc).
Refactored to provide defined areas for database queries. Currently, the areas have stand-ins that mock data.
Timer view

Project Issues

Cannot pan the game yet
No side tabs
First time working with websockets - so I expect some learning hurdles

Project Changes

I am focusing on trivia popups as my mvp instead of alternate website links. This change is also why I do not think the side menu tabs are mvp-critical. Given that I may not achieve any upgrade buttons, there's really no sense in putting time into that part of he

UI (when other backend work takes precedence).

Activities—Planned for Next Week

Add popups for trivia
Add popups for met quotas

Improve current mock-data to roleplay a websocket situation

Reflection

Do you feel "on track"?
I feel on-track for mvp 2, but worry that mvp 3 will have unexpected challenges that may disrupt my goals.

What progress do you particularly feel good (great) about?
Setting up parallax was an easy milestone and one I did not plan-for (initially expecting it to be overly-complicated

What barriers (if any) do you feel is/are a current impediment to success?
Flutter and flame are new to me. This is a great learning opportunity, but it has slowed development. Further, I know I have done much in an unorthodox way.

What help (if any) do you require to move positively forward?
N/A

What questions or concerns do you have (if any)?
N/A