**Team Members: Kyle Johnson, Matt Duffy, Jim Reid, Marcus Baird, Nick Larson**

**Plans for Current Week:**

1. Create analysis level diagram
2. Add sound to the game
3. Give objects the ability to move with input or freely
4. Make Mario jump

**Accomplishments for Current Week:**

1. Create an analysis level class diagram
2. Added sound to the game for events
3. Give game objects the ability to move independently or based on input
4. Created the title screen
5. Setup the basis for collisions between objects
6. Give Mario the ability to jump
7. Koopa can kill Mario and end the game
8. Able to jump up onto bricks and back down

**Variance from Baselined Schedule:**

1. Koopa able to kill Mario
2. Koopa move freely in the world
3. Title screen started
4. Mario looks as if he is walking

**Problems/Comments:**

1. None this week

**Plans for Coming Week:**

1. Create the world’s for the game
2. Give enemies more collision events

**Vacation Plans: 4/6/12 – 4/9/12**

**Meetings:** Times, dates, attendees and agenda.

|  |  |  |  |
| --- | --- | --- | --- |
| **Time-date** | **Attendees** | **Agenda** | **Action Items (who will do what)** |
| 4pm – 3/26 | Everyone | Add to class diagram, Plan out weekly tasks | Everyone-Clean up diagram so it can be used for coding  Everyone-Create a Microsoft project spreadsheet to manage our time |
| 2pm – 3/30 | Everyone | Start coding based on class diagram! | Everyone-pick a class off the diagram and start implementing it |

**Documents:**

|  |  |  |
| --- | --- | --- |
| **File Name** | **Location** | **Use** |
| **mario\_diagram.mdl** | **Subversion** | **Class diagram created from Pascal Files** |
| **marioSchedule.mpp** | **Subversion** | **Project Schedule** |

**Weekly Time Log information: Similar to you Lab reports**

|  |  |  |
| --- | --- | --- |
| **Person** | **Time** | **Activities** |
| Kyle | 240 | Created Microsoft project spreadsheet, cleaned up class diagram, gave enemy input |
| Matt | 240 | Reviewed class diagram, provided input to gameplay operations, gave input on figure class |
| Marcus | 240 | Provided input to gameplay, started mapping out worlds for our implementation |
| Nick | 500 | Gave Mario the ability to jump and move around the screen, gave input on figure class |
| Jim | 800 | Created title screen, started the basis for collision detection, created base figure class for everything to inherit from |

**Risk Tracking Log:**

|  |  |  |
| --- | --- | --- |
| **Description** | **Owner** | **Notes (with dates)** |
| Graphics | Jim, Nick | Figure out how to use Microsoft XNA to create graphics for Mario (Solved) |
| Joystick | Matt | Figure out how to implement a joystick interface |

Cumulative List of Enhancement Ideas:

1. Timer in game
2. Response time
3. Hitboxes