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

**Plans for Current Week:**

1. Evaluate how to scroll background images rather than “change” Mario image on screen.
   1. Scrolling works, now to “re-implement” jump and implement collisions.
2. Parse all levels from turbo-pascal model for a port to XML
   1. Includes determining what each of the levels contains and “secret” items.
3. Implement gravity model rather than a “jump” model to make all items fall (including enemies).
4. Get collision events working.

**Accomplishments for Current Week:**

1. Found an easy method to convert Mario levels using XML called GLEED2D.
2. Partly implemented gravity/fall method
3. Background is able to scroll.

**Variance from Baseline Schedule:**

1. Collisions not fully implemented.
2. Implemented menu screen options (Start, Options, Exit) etc.
3. Mario cannot reach the Exit.

**Problems/Comments:**

1. Background scrolling happens continuously and thus “loses” the player if they don’t keep up with the screen.
2. April Break caused us to miss one meeting we have scheduled on Fridays.

**Plans for Coming Week:**

1. Continue developing world’s using XML.
2. Finalize gravity implementation
3. Finalize collision events

**Vacation Plans: 4/6/12 – 4/9/12**

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

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| --- | --- | --- | --- |
| **Time-date** | **Attendees** | **Agenda** | **Action Items (who will do what)** |
| 4pm – 4/2 | Everyone | Parsed world levels, discussed gravity model, discussed test cases. Planned out weekly tasks | Jim: Continue development  Kyle: Begin test case write up  Matt: Continue parsing worlds to help Kyle.  Marcus: Determine symbology used in embedded asm for parsing worlds.  Nick: Assist Marcus in world parse and symbology. Assist Jim with C# inquiries and methods |
| 5pm – 4/4 | Everyone | Continue work from Monday |  |

**Documents:**

|  |  |  |
| --- | --- | --- |
| **File Name** | **Location** | **Use** |
| **mario\_diagram.mdl** | **Subversion** | **Class diagram created from Pascal Files** |
| **marioSchedule.mpp** | **Subversion** | **Project Schedule** |
| **WorldGuide.xlsx** | **Subversion** | **Guide for planning out worlds** |
| **Mario Tests.xls** | **Subversion** | **Test cases for Mario** |
| **MarioAndLuigi(Folder)** | **Subversion** | **Contains C# project files and code for Mario game.** |
| **Cheats.txt** | **Subversion** | **Contains cheat codes to parse through Turbo Pascal worlds better.** |

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

|  |  |  |
| --- | --- | --- |
| **Person** | **Time** | **Activities** |
| Kyle | 120 | Created Microsoft project spreadsheet, began creating test cases, helped parse levels |
| Matt | 300 | Helped parse world levels, gave input on gravity model, gave input on test cases. |
| Marcus | 120 | Helped parse world levels |
| Nick | 240 | Gave Mario the ability to jump and move around the screen, gave input on figure class |
| Jim | 500 | Created menu screen options, researched XML world implementation. |

**Risk Tracking Log:**

|  |  |  |
| --- | --- | --- |
| **Description** | **Owner** | **Notes (with dates)** |
| XML world creation | Jim & Matt | Parsing all of the XML worlds may take some time to properly implement – hoping to divide and conquer to ensure all levels will be ready. |
|  |  |  |

Cumulative List of Enhancement Ideas:

1. Timer in game
2. Response time
3. Hitboxes
4. Picking up shells to throw.