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

**Plans for Current Week:**

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

**Accomplishments for Current Week:**

1. Started Fresh!
2. Made world converter to change the orientation and symbols of the world files.
3. Created a scrolling background.
4. Implemented Mario into the world.
5. Added enemies to the world.
6. Added collision detection and collectability.
7. Created useable question boxes.
8. Added Mario bouncing off enemies.
9. Added fireballs for Mario.

**Variance from Baseline Schedule:**

1. Started Fresh!
2. Made world converter to change the orientation and symbols of the world files.
3. Created a scrolling background.
4. Implemented Mario into the world.
5. Added enemies to the world.
6. Added collision detection and collectability.
7. Created useable question boxes.
8. Added Mario bouncing off enemies.
9. Added fireballs for Mario.

**Problems/Comments:**

1. Ran out of time to implement everything we wanted for the code exchange.
2. Having to start new set us back 3 and a half weeks!

**Plans for Coming Week:**

1. Review the exchanged code.
2. Implement the suggested enhancements.

**Vacation Plans:** None

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

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| --- | --- | --- | --- |
| **Time-date** | **Attendees** | **Agenda** | **Action Items (who will do what)** |
| 3pm – 4/9 | Everyone | Continued figuring out world symbology | Everyone: Each take a world and learn what each symbol means. |
| 12:30pm – 4/12 | Nick, Jim | Discussed starting new. | Jim: Researched the XNA 3.1 sample games.  Nick: Continued on world conversion and image work. |
| 2pm – 4/13 | Everyone | Started fresh with new XNA framework. | Jim: Created and Started the base of the game.  Everyone Else: take the worlds assign new symbols and turn them horizontal. |
| 4pm – 4/16 | Everyone | Caught up on what Jim accomplished over the weekend and continued work on enemies and blocks | Jim: Created the base abstracts for all blocks, collectables, enemies, ect.  Nick: Started work on animation textures.  Matt: Continued work on his world converter, putting in the new symbols for the worlds.  Marcus: Assigned new symbol values to blocks  Kyle: Helped Marcus and Matt with world conversion. |
| 2pm – 4/18 | Everyone | Resize images | Jim: Worked on enemies.  Everyone Else: Converted images to better fit the project size. |
| 12:30pm – 4/19 | Everyone | EVERYTHING! | Everyone: Did what they can to ensure release. |

**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 | 1040 | Helped convert worlds and create images for blocks. |
| Matt | 1400 | Wrote world converter and re-colored images for water and lava. Found and remade background images for different levels. |
| Marcus | 1200 | Helped convert the worlds and gave the block images new characters to be used with the converter. Added a couple collectables. |
| Nick | 1350 | Gave Mario the ability to bounce off enemies. Helped assign new block characters. Added some of the collectables. Reworked many images for animations. |
| Jim | 4200 | Created the base game with world, Mario, enemies, blocks, and much more. Did the bulk of the work with collision and movement. |

**Risk Tracking Log:**

|  |  |  |
| --- | --- | --- |
| **Description** | **Owner** | **Notes (with dates)** |
| Loss of Sanity! | ALL | No description needed. |
|  |  |  |

Cumulative List of Enhancement Ideas:

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