# EECS-395 Weekly Sprint Report

Team name (if any): Failgelson  
Game name: Stealth Game  
Team members: James Clemer, John Greene, and Josiah Matlack

## Past week report

Please list the features you completed last week:

* Terrain
* Skybox and environmental lighting
* Ending objective
* Player character model
* Player character animation
* Player character movement
* Enemy models
* Enemy animation
* Enemy path following
* Enemy Detection (ray tracing and proximity)

Features abandoned from original sprint goals:

* Game name

Additional unplanned features implemented:

* End conditions (win and loss)
* Orthographic camera
* Invisible boundary walls
* Multiple levels with level transitions
* Game over screen

What did each team member do for the project last week?

* James Clemer
  + Player character model
  + Player character animation
  + Player character movement
  + Enemy models
  + Enemy animation
  + Enemy path following
* John Greene
  + Orthographic camera
  + Game over screen
  + Enemy detection
  + Level transitions
  + Enemy detection
* Josiah Matlack
  + Terrain
  + Skybox and environmental lighting
  + Ending objective
  + End conditions
  + Invisible boundary walls
  + Multiple levels and level transitions

## Plan for coming week

* HUD Elements
* Stamina bar: as a player, I want to see my level of exhaustion for sprinting so I can know when I need to take cover before I run out of energy.
* Alert Level: as a player, I want to see the level of alertness of guards so I can judge how hard the level will be.
* Objectives: as a player, I want to be able to press the ‘o’ key so that I can access my current objectives.
* Enemies
* Animate weapons: as a player, I want to see enemies have a weapon that is visible and threatening to enhance the realism of the game.
* Level Design
* Interesting Level: as a player, I want to play this game and interact with a varied environment and enemies so I will stay interested.
* Player
* As a player, I want to be able to crouch to hide from enemies (if there’s a feasible animation, or feasible way of creating such via Google Sketchup).
* Name
* As a developer, I want to have a way to identify the game and give it a personal connection.
* Sound
* As a developer, I want research the repercussions of and difficulties in adding sound effects.