# 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:

* HUD Elements
  + Stamina bar
  + Alert level
  + Objectives window
* Player
  + Sneaking
  + Improved sprinting
  + Improved movement
* Name
  + “Deception”
* Sound
  + Research into sounds and how to implement them
  + No actual implementation yet

Features abandoned from original sprint goals:

* Enemies
  + Weapon animation
* Level Design
  + Interesting level and level elements

Additional unplanned features implemented:

* Minimap
  + Overlay minimap added based on user feedback

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

* James Clemer
  + Player anmiations and movement
  + Sound research
  + Game name
* John Greene
  + Minimap
  + Game name
* Josiah Matlack
  + HUD elements
  + Game name

## Plan for coming week

* 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.
  + Actual level objectives: as a player, I want a realistic goal to work toward while playing the game so I have a sense of purpose.
  + Realistic enemy and player placement: As a player, I want my placement and movement through the map to follow a logical pattern, so I can enjoy the level and understand its purpose.
* Enemy weapon animation
  + 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.
* Sophisticated detection
  + As a player, I want enemies to be challenging and foreboding, so that the game is enticing for its challenge.
* Sounds
  + As a player, I want to be enveloped in the game through appropriate sound effects.

Stretch goals

* Player
  + Forward roll animation: As a player, I want a cool way to evade enemies by rolling, so that I can find my own fun.