# EECS-395 Weekly Sprint Report

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

## Past week report

Please list the features you completed last week:

* New level (intermediate difficulty)
* New camera perspectives (work-in-progress)
* Fixing various bugs with detection and termination by robot guards
* Fixing objective markers and interaction

Features abandoned from original sprint goals:

* Player death
* Alert levels (work-in-progress)
* Player inventory (work-in-progress)

Additional unplanned features implemented:

* Winning screen and additions to game over states

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

* James Clemer
  + Level Design
  + Winning screen / game over states
  + Robot detection bugs
* John Greene
  + New camera perspectives
  + Objective marker bugs
* Josiah Matlack
  + New camera perspectives
  + Robot detection bugs

## Plan for coming week

* Controls
  + As a player, I want to have intuitive controls and a supporting camera view, so that I can think logically about my movement and plan my actions.
  + As a player, I want the ability to strafe left and right so I can create more graceful movement patterns.
* Alert level
  + As a player, I want to see increased difficulty and gameplay changes as I incur more alarm penalties, so I have a reason to be stealthy when I play.
* Inventory
  + As a player, I want a meaningful inventory, so I feel like items I have in the game have a meaningful affect on gameplay.
* Level design
  + As a player, I want as many levels as possible to lengthen and improve my gameplay experience.
* HUD Changes
  + As a player, I want the objective light to be a different color than the enemy light, so I am not confused as to which is which.
  + As a player, I want a label for the stamina bar so I can monitor my energy carefully.