# EECS-395 Weekly Sprint Report

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

## Past week report

Please list the features you completed last week:

* Level design
  + Level of intermediate difficulty created
  + Other levels polished; bugs fixed
* GUI updates
  + Sprint indicator icon
  + Alarm symbol and level counter
  + Victory screen
  + Objective completed check mark and text
  + Objective menu update and transparency
* Alert system
  + Working alarm levels
  + Enemy responsiveness
* Controls
  + Control scheme update
* Miscellaneous
  + Changed the light color for objectives

Features abandoned from original sprint goals:

* Inventory
  + We decided that this feature doesn’t have real value for our particular game, so it has been abandoned indefinitely.

Additional unplanned features implemented:

* Particle effects
  + Victory screen explosion
  + Player death explosion animation
* Miscellaneous
  + Audio playback bugs fixed

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

* James Clemer
  + Level design
    - Intermediate difficulty level
    - Level bug fixes
  + Particle effect systems
    - Victory screen explosion
    - Player death explosion animation
  + Control scheme update
* John Greene
  + Level design
    - Level bug fixes
  + Particle effect systems
    - Victory screen explosion
    - Player death explosion animation
  + Control scheme update
  + Alarm system
* Josiah Matlack
  + Level design
    - Level bug fixes
  + GUI updates
  + Alarm system
  + Objective light color
  + Audio playback bug fixes

## Plan for coming week

* Particle system effects
  + Exploding wall
    - As a player, I want to be able to destroy terrain in the game to enhance my play experience.
  + Satchel charge
    - As a player, I need a mechanism to cause explosions so that they do not occur at random.
* Polish
  + As a player, I want the game to be visually appealing and bug-free, so that the experience is more entertaining and more fun to me.
* Sound
  + Objective accomplished sound
    - As a player, when I accomplish an objective, I want to get audio feedback so that I feel accomplished and know that I can continue to the next objective.
* Stretch goals
  + More levels
    - As a player, I want as many levels as possible to extend my playtime.
  + Camera update
    - As a player, I want the option to change the in-game camera to suit my needs.