



## Project Status report

Name:	Muhammad Zaman
Community (UN SD goal):	Life on Land (SDG 15)
MVP #	MVP 3
Sprint cycle dates:	November 14 – December 5

Project Name	EnviroFormer
Blurb	Making a 2D Platformer game inspired by the Super Mario Bros Series, focused on educating the younger generation whilst also providing an entertaining experience
For Week Ending	December 5, 2023
Project Status	Green
Status Description	Finished MVP 2, and made adjustments to gameplay to allow for better flow of the game, took feedback from scrum 2 and integrated it into final product

### Activities—During the past sprint cycle

- Added start menu
- Added garbage collection pop up
- Added timer for pop
- Added life underwater coin
- Added good health and well being coin
- Got rid of screen freeze during pop ups

### Project Issues

- No current project issues, besides getting all the coins to integrate into the game and work well with the game logic.

### Project Changes

- Added more SDG coins to focus on educational core of the game

### Activities—Planned for Next Week

- Look over project requirements and finish submission.

### Reflection

Do you feel "on track"?

- Yes, I have accomplished everything I set out to do

What progress do you particularly feel good (great) about?



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- Getting everything to work as a fully functioning game felt really good

What barriers (if any) do you feel is/are a current impediment to success?

- None

What help (if any) do you require to move positively forward?

- More resources

What questions or concerns do you have (if any)?

- None
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