Project Status report

Name:	Muhammad Zaman
Community (UN SD goal):	Life on Land (SDG 15)
MVP #	MVP 1
Sprint cycle dates:	October 20 – October 31

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	October 31, 2023
Project Status	Green
Status Description	Provide an overview of the project's current status. If the status is yellow or red, indicate: - Have made significant progress on the project so far - On track to finish MVP 1 by the end of the week, and onwards to MVP 2

Activities—During the past sprint cycle

- Started project.
- Integrated movement with the template given by Godot, then adjusted/added things to make it my own.
- Added short and high jump.
- Added acceleration.
- Added friction.
- Refactored code into functions for better code readability.
- Added player sprite and animations, along with the code to use them

Project Issues

- So far so good, but since I am new to Godot, I will run into more issues as opposed to if I wasn't new

Project Changes

- None

Activities—Planned for Next Week

- Finish MVP 1 (adding mobs, finish level, adding coins)
- Start and make good progress on MVP 2 (complete the addition of sprites and textures)

Reflection

Do you feel "on track"?

    - Yes I feel on track to finish mvp 1, and onwards to mvp 2

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

    - The implementation of movement

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

    - Learning curve for learning godot, the further you go the more challenging it gets

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

    - Maybe directions to more resources to learn about developing a game

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

    - N/A