



Project Status report

Name:	Muhammad Zaman
Community (UN SD goal):	Life on Land (SDG 15)
MVP #	2
Sprint cycle dates:	October 31 – November 14

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	November 14, 2023
Project Status	Green
Status Description	<ul style="list-style-type: none">- Completed mvp 1 and mvp 2- Took feedback from previous scrum to only have 1 level

Activities—During the past sprint cycle

- Added air resistance, and air acceleration
- Added double jump
- Added another platform
- Added spikes as world hazards, similar to oil spills
- Added coins to incentivize exploration
- Added finish level pop up screen
- Added trash sprites

Project Issues

- None

Project Changes

- Kanban adjusted to fit scope of the project

Activities—Planned for Next Week

- Add a start menu
- Change spikes to something else (i.e. shattered bottles)
- Polish the game



Reflection

Do you feel "on track"?

- Yes, nearly complete

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

- Finishing the level completely

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

- Implementing the textures into the game was a slight learning curve as I didn't prioritize it as much as I should've

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

- Directions to possibly more learning resources

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

- None
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