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| **Project Status report** | |
| Name: | Muhammad Zaman |
| Community (UN SD goal): | Life on Land (SDG 15) |
| MVP # | 1 |
| Sprint cycle dates: | October 20, 2023 – October 31, 2023 |

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| **Project Name** | EnviroFormer |
| **Blurb** | Life on Land (SDG 15), 2D platformer game focused on educating the younger generation while giving an entertaining experience, inspired from mario |
| **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 | |