|  |  |
| --- | --- |
| **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?   * 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 | |