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

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| **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** | * 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 | |