

Project Status Report

Project Name: G4RCE Racing

Team Members: Cassandra Companion, Brian Louis, Stephanie Petronella, Garrett Sullivan

Date: 4/12/2020

Cycle Number: 2

System Intent: To develop a car racing game that delivers a fun and unique experience to users through granting the users customization choices and creative powers.

Cycle Intent: To make races more realistic and enjoyable (better car motion, timer and lap counter features, multiple tracks to choose from) and to have consistent gameplay (features will be tested).

Accomplishments since the last status report:

- A GitHub repository was set up (we already had a Bitbucket repository set up) for easier file uploading.
- Coding on the improved car movement has been completed and is awaiting testing.
- Two of the new tracks were successfully rendered.
- One of these tracks was thoroughly manually tested.
 - Problems that were found through testing were fixed (the collision lines of the track were refined).
- JUnit was recognized by the project (previously, the project could not find it). We will likely use JUnit for automatic testing in the next cycle.

Obstacles encountered since the last status report:

- The most current version of the game does not work right on everyone's computers because of different screen resolutions.
- Assets and code have to be redone so that people with different screen resolutions can play the game.
- The virtual machine is not receiving input properly.
- Some tracks have problems with collision and have to be tweaked.
- Two of the tracks won't render.

Risks facing the project:

- None at the moment

Objectives for the next week:

- Make it so the game works the same for people with different screen resolutions
- Finish testing and refining the new tracks so that they are ready to be selectable in the game
- Fix the virtual machine's input issue
- Finish coding the mud feature and concurrently create tests for it
- Start using JUnit for automated testing

User Features:

#	User Feature <Short Name: Short Description>	Planned			Actual		
		Cycle planned for completion	Total planned hours	Planned hours this cycle	Status (completed, discarded, in progress, unstarted, etc.)	Actual hours this cycle	Total actual hours this project
1	Interactable Game Menu: The user will be able to click on buttons that lead into other menus or into a race.	2	30	14	Code completed. Needs to be tested.	2	18
2	Timer: The user will be able to see the time they took to complete three laps.	2	20	16	Coding has been paused because of dependency on VM.	0	4
3	Car Motion Code: The user will be able to type in code given a set of possible commands, and a virtual machine will read this code.	3	60	20	Coding in progress . Test suite is unstarted.	25	45
4	Mud Obstacle: Whenever the race car passes over mud on the track it will slow down.	2	30	10	Coding in progress. Test suite is unstarted.	11	31
5	Waypoints: The user will not be able to cheat races by going backwards because there will be waypoints in the track's code.	3	20	0	Unstarted	0	0
6	Multiple Track Selection: The user will be able to choose from multiple tracks already made.	2	20	11	Tracks have been remade. One track has been satisfactorily tested and adjusted; the others still need testing.	16.5	29.5

7	Lap System: Each track will have a set number of laps for determining that a player has completed a race.	2	20	20	Design document created. Code and test suite are not yet started.	.5	.5
8	Improved Car Movement: The car will move more realistically.	2	20	20	Code completed. Test suite not yet started.	24	24

Team Actions:

Name	User Feature <# only>			Planned	Actual							
	Coder(s)	Tester(s)	Reviewer(s)	Planned hours this cycle	Process hours		Product hours		Customer hours		Total hours	
					Week	Cycle	Week	Cycle	Week	Cycle	Week	Cycle
Cassandra Companion	2, 6	8	2, 6, 8	36	0	0	6	14	0	0	6	14
Brian Louis	3	1, 7	3, 1, 7	36	0	0	8	27	0	0	8	27
Stephanie Petronella	4, 7	6, 3	4, 7, 6, 3	36	5	11	7.5	24	0	0	12.5	35
Garrett Sullivan	1, 8	4	1, 8, 4	36	1	3	7	26	0	0	8	29