Project Status Report

Project Name: G4RCE Racing
Team Members: Cassandra Companion, Brian Louis, Stephanie Petronella, Garrett Sullivan

Date: 3/29/2020   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).

Accomplishments since the last status report:
- The car has rotation and forces that rotate it when it turns.
- The race car no longer collides with mud bodies on the track because they have been set as sensors, but they still do not have the right effect on car motion.
- The lap system feature was designed and documented, and a coder and tester were designated.
- Testers were chosen for some old features that did not have any.
- The current version of the game's code was successfully run on yet another computer.

Obstacles encountered since the last status report:
- Car Movement: problems with controlling the direction of the car's rotation when turning.
- Technical difficulties with a computer, which has prevented a team member's work on the game.

Risks facing the project:
- The integration of the virtual machine with user code and then with the race track.

Objectives for the next week:
- Get the car to rotate in the correct direction when turning
- Make the mud (and grass) bodies slow down a car that passes over it
- Finish redoing the new tracks so that they will successfully be integrated into the game
- Test the new tracks for collision and general functionality

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.	5	25
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.	5	25
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 are being redone for successful integration. Test suite is unstarted.	3	16
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 documentation created. Code and test suite are not yet started.	.5	.5
8	Improved Car Movement: The car will move more realistically.	2	20	20	Coding in progress. There is an obstacle (see above). Test suite is unstarted.	8	8

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	1, 3, 4, 7	36	0	0	3	3	0	0	3	3
Brian Louis	3	1, 7	4, 6, 8	36	0	0	7	7	0	0	7	7
Stephanie Petronella	4, 7	6, 3	1, 8	36	4	4	8.5	8.5	0	0	12.5	12.5
Garrett Sullivan	1, 8	4	3, 6, 7	36	1	1	10	10	0	0	11	11