Project Status Report

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

Date: 4/19/2020   Cycle Number: 3

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 refine the main features of the game and deliver a version of it that can be easily installed and run by users.

Accomplishments since the last status report:
- The tracks that didn't render were successfully rendered in
- The cycle deliverables for the last cycle were completed and placed in our new GitHub repository
- We were able to figure out how to record individual videos and edit them together for our cycle presentation
- The beach, snow, and lava tracks were tested manually and found to have no issues other than the race car starting off the road

Obstacles encountered since the last status report:
- None at the moment

Risks facing the project:
- Delivering a game that looks and functions the same on different computers. Our particular issue is that different screen resolutions impact how the game appears on different computers.

Objectives for the next week:
- Add starting point objects to the Tiled tracks to be used for placing the race car in the correct spot
- Finish coding the mud feature and continue to create tests for it
- Try using JUnit for the automated testing of features, namely the improved car motion feature and the menu aspect of the multiple track selection feature

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.	3	25	7	Code completed. Needs to be tested.	0	18
2	Timer: The user will be able to see the time they took to complete three laps.	4 (theoretically)	25	0	Coding has been paused because of dependen-cy 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	15	Coding in progress . Test suite is unstarted.	0	45
4	Mud Obstacle: Whenever the race car passes over mud on the track it will slow down.	3	35	4	Coding in progress. Tests have been done.	1.5	32.5
5	Waypoints: The user will not be able to cheat races by going backwards because there will be waypoints in the track's code.	4	20	0	Unstarted	0	0
6	Multiple Track Selection: The user will be able to choose from multiple tracks already made.	3	45	15.5	Tracks have been remade. Every track has been tested and needs starting point objects.	4	33.5
7	Lap System: Each track will have a set number of laps for determining that a player has completed a race.	3	20	19.5	Design documentat ion created. Code and test suite are not yet started.	0	.5
8	Improved Car Movement: The car will move more realistically.	3	35	11	Code completed. Test suite not yet started.	0	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	3	3	4	4	0	0	7	7
Brian Louis	3	1, 7	3, 1, 7	36	2	2	6	6	0	0	8	8
Stephanie Petronella	4, 7	6, 3	4, 7, 6, 3	36	10.5	10.5	1.5	1.5	0	0	12	12
Garrett Sullivan	1, 8	4	1, 8, 4	36	10	10	0	0	0	0	10	10