

## Project Status Report

Project Name: G4RCE Racing

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

Date: 5/3/2020

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 position objects have been tested/implemented through using it to increment a lap counter variable
- The race car now starts at the starting line for every selectable track
- Mud now works even when multiple mud objects are adjacent
- Learned how to set up a repository so that it can be cloned and run with minimal manual work

Obstacles encountered since the last status report:

- There were issues in having the correct configurations set upon cloning a repository, though this has been resolved.

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:

- Make sure the game can be built and installed on other computer devices
- Finish cycle deliverables
- Create a video presentation to share our development process and progress

## User Features:

#	User Feature < <b>Short Name:</b> <b>Short Description</b> >	Planned			Actual		
		Cycle planned for completion	Total planned hours	Planned hours this cycle	Status (completed, discarded, in progress, unstated, 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 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	15	Coding in progress. Test suite not yet started.	15	60
4	Mud Obstacle: Whenever the race car passes over mud on the track it will slow down.	3	35	4	Code is completed. The mud appears to work in all scenarios.	14	45
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	Different tracks can be selected in the game. The race car now starts in the right location.	15	44.5
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	Some coding done using Tiled StartingLine objects.	1	1.5
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	0	3	6	15	0	0	6	18
Brian Louis	3	1, 7	3, 1, 7	36	0	2	8	21	0	0	8	23
Stephanie Petronella	4, 7	6, 3	4, 7, 6, 3	36	.5	13	13.5	25	0	0	14	38
Garrett Sullivan	1, 8	4	1, 8, 4	36	3	14	10	18	0	0	13	32