

# Status Report

Team Quintessence

17.3.2008

## **1 Layer I [50%]**

### **1.1 Object Model [85%]**

Done: All major objects and their relations have been outlined.

Missing: Minor (utility) objects. Finetuning. Detailed specifications.

### **1.2 GFX Engine [60%]**

Done: map, splitscreen, camera and projection.

Missing: 2D-units, cursor, simple interface, finetuning

### **1.3 User Input [30%]**

Done: Cursor control (Two player)

Missing: Unit and target selection.

### **1.4 2D Representation of Units [100%]**

Done: Base circles for Factions and Roles.

### **1.5 Map Concepts [90%]**

Done: Basic map concepts

Missing: Finetuning

### **1.6 Damage [10%]**

Done: Unit Definitions, Damage Concept

Missing: Implementation

### **1.7 Movement [0%]**

Missing: Unit selection, Simple pathfinding, Simple collisions

## **1.8 Statemachine [10%]**

Done: Generic state-object

Missing: Update, Implementation

## **1.9 Winning Conditions [50%]**

Done: Concepts

Missing: Implementation