

EE/CprE/SE 491 WEEKLY REPORT 10

Report period: April 17 - April 30

Group number: sddec23-13

Project title: Casters and Coders

Client &/Advisor: Mat Wymore

Team Members/Role:

- **Brennan Seymour**
- **Branden Butler**
- **Theng Wei Lwe**
- **Wenqin Wu (Cody)**
- **Edward Dao**
- **Max Bromet**

○ **Weekly Summary**

We had multiple team meetings working on and presenting our final presentation for the class. We also did a practice presentation with our adviser Matt, and revised our presentation based on his feedback.

○ **Past week accomplishments**

- **Wenqin Wu:** I spent a while practicing and working on my final presentation. I also spent a couple hours learning Godot tutorials.
- **Theng Wei Lwe:** I spent time researching the game interaction mechanics in GoDot engine. I watched tutorials on how to make node objects interact with other node objects in the environment and with the player character.
- **Brennan Seymour:** I refined some documentation and worked on the team's presentation.
- **Max Bromet:** This week, I spent most of my time working on the presentation and refining the work that we've done so far.
- **Branden Butler:** I spent a while designing the godot node graph that we intend to implement. To do so I did a lot of studying on the Godot documentation and thought

through our design extensively.

- **Edward Dao:** Spent time to make sure I understand what I am going to say for the slides I have for the final presentations. Also practice presenting those slides.

- **Pending issues**

N/A

- **Individual contributions**

<u>NAME</u>	<u>Individual Contributions</u> <i>(Quick list of contributions. This should be short.)</i>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Branden Butler	Designed the godot node graph	8	46
Wenqin Wu	Practicing presentation/ Godot tutorial	5	35
Edward Dao	Understanding and practicing presentation	5	31
Theng Wei Lwe	Looked up object interaction and chat bubble design in GoDot game engine	5	36
Max Bromet	Worked on presentation.	5	31
Brennan Seymour	Refined docs, worked on the presentation, created some placeholder art assets.	4	43

- **Comments and extended discussion**

N/A

- **Plans for the upcoming week**

- **Wenqin Wu:**

Do well in the presentation and see if I can still polish the story line.

- **Theng Wei Lwe:** Work on presentation, play around with the interaction mechanics and look into room transitioning mechanics for the video game.

- **Brennan Seymour:**

I'm going to be fairly busy with finals. Besides those, I'm going to try to set up a Godot build with Branden's python binding POC, and document the process so that other group members can set up their environment a little easier.

- **Branden Butler:** Most of our time will be spent preparing for our presentation and working on other finals and projects. I personally will try to begin designing the script-side API but will be very busy.

- **Max Bromet:** Hopefully doing well in the presentation. I'll be busy with all of my classes, but I'm hoping to start working on moving work from the tutorials I've been doing over to early mock ups of the actual project.

- **Edward Dao:** Just doing last minute practices for the presentation. After my summer vacation, I would like to spend some time on designing a mock up project to get a better understanding of what needs to be done next semester.

- **Summary of weekly advisor meeting**

We went over our presentation and got feedback from our advisor. We discussed things that can be changed and what was good.