- ## Weekly Summary

    We discussed our current sprint story cards and added new ones. One major story card we decided that everyone complete was the GodoT 2D tutorial. We have currently separated the team in groups of 2 to focus on 3 major parts - Game Logic (Player/Object movements and interactions), User Interface (Text Editor, HUDs), Scripting System (Python scripting integration with GodoT).

- ## Past week accomplishments

    · **Wenqin Wu**: Work with Theng Wei Lwe as a team so research on game logic. This past week we designed to work on the "portal" functionality so that the player could move from scenes to scene. Study Godot tutorials to have memory back.

    · **Theng Wei Lwe**: Researched room traversal game logic. Revisited essential Godot essentials including game design, scripting, and tile map creation.

    · **Brennan Seymour**: Set up environment and started learning Godot's UI tools. Built a responsive 3-panel layout for the code editor.

    · **Max Bromet**: Redid my environment and started learning Godot's UI tools. Started on a Godot tutorial.

· **Branden Butler**: Began work on the Python scripting system. Made a functional python node that calls into a non-node python script

·**Edward Dao**: Setting up a new computer with essential programs needed for the project.

o **Pending issues**

　　N/A

o **Individual contributions**

NAME	Individual Contributions	Hours this week	HOURS cumulative
Branden Butler	Began implementation of the Python scripting system	4	4
Wenqin Wu	Picking up the Godot tutorial Researched room traversal implementation.	4	4
Edward Dao	Setting up my new computer with the essential programs.	1	1
Theng Wei Lwe	Revisited GoDoT essential tutorials. Researched room traversal implementation.	4.5	4.5
Max Bromet	Finished setting up environment and started on a tutorial.	4	4
Brennan Seymour	Set up environment and started learning Godot's UI tools. Built a responsive 3-panel layout for the code editor.	5	5

o **Comments and extended discussion**
　N/A

o **Plans for the upcoming week**

· **Wenqin Wu**: Keep studying the Godot tutorial and investigating on "portal" function.

· **Theng Wei Lwe**: Implement room traversal game logic. Add multiple rooms that the player can teleport or travel in and out of.

· **Brennan Seymour**: Continue working on code editor. Prioritizing the ability to save scripts to file & manage files ingame so that integration with the scripting engine can begin soon.

· **Branden Butler**: Continue work on scripting system, get Eddie up to speed and setup, settle on code organization and node/class hierarchy

· **Max Bromet**: Finish the tutorial and then start working on UI. UI work will comprise creating a Text Box scene that can be open and closed through game signals.

· **Edward Dao**: Going through the GoDot essential tutorials and planning a meeting to help understand the python nodes interacting with game signals.

- ○ **Summary of weekly advisor meeting**
  N/A