

EE/CprE/SE 492 WEEKLY REPORT 12

Report period: September 17 - September 27, 2023

Group number: sddec23-13

Project title: Casters and Coders

Client &/Advisor: Mat Wymore

Team Members/Role:

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

○ Weekly Summary

We met up for our weekly team meeting with Professor Mat on the 22nd and showcased our progress so far. The game logic team had implemented basic room traversal. The UI team had made significant progress towards basic HUDs and a text editor for writing scripts.

○ Past week accomplishments

- **Wenqin Wu:** Work with Theng Wei Lwe as a team so research on game logic. Last past 2 weeks we put effort into portal and scene change functions with respawn near the door like promised. Also putting time research on signal function on Godot.
- **Theng Wei Lwe:** Refactored room traversal logic, added transitioning animation, system message boxes, and object interactions.
- **Brennan Seymour:** Wired the code editor to toggle open and closed, configured text formatting in the editor, built a UI theme, and implemented saving and loading scripts as files.
- **Max Bromet:** Finished the 2D Godot tutorial. I got a better understanding of most of the topics covered, but I especially focused on the elements that included UI

development.

- **Branden Butler:** Continued work on scripting system. Made functional example to send signals between GDScript and Python in both directions. Began fine-detailed design of the system, including splitting it into signal management, interpreter, and scripting API components.

- **Edward Dao:** Finished the 2d Godot tutorial to get a better understanding of how signals work. Looked through partner signals between GDScript and Python and made sure to understand it. Experiment how to recreate more signals and try to incorporate signals objects instead of strings. Collaborated with making a fine detailed design of the system.

- **Pending issues**

N/A

- **Individual contributions**

<u>NAME</u>	<u>Individual Contributions</u>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Branden Butler	Built signal example and sketched out fine-detailed design	5	9
Wenqin Wu	Implemented 'portal' function, researching more basic Godot logic to refresh knowledge.	5	9
Edward Dao	Finish 2d Godot tutorial, experiment with signal creation, and collaborated with making fine detailed design of the system.	5	6
Theng Wei Lwe	Added features such as screen transitioning, object interactions, and system messages.	12	16.5
Max Bromet	Finished 2D Godot tutorial and experimented with creating UI elements and using signals.	4.5	8.5
Brennan Seymour	Wired the code editor to toggle open and closed, configured text formatting in the editor, built a UI theme, and implemented	5	10

	saving and loading scripts as files.		
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- **Comments and extended discussion**

N/A

- **Plans for the upcoming week**

- **Wenqin Wu:** Keep studying the Godot tutorial and start working on “pet function”.
- **Theng Wei Lwe:** Clean up files, look into having automated NPC objects/characters moving.
- **Brennan Seymour:** Create a script receptacle. When the player interacts with the receptacle, the editor should open. Any scripts saved while working with a receptacle should be stored under a file path that associates them with that receptacle.
- **Branden Butler:** Design script API, including functions and how loops and variable assignment interacts with it
- **Max Bromet:** Start work on building UI. Create scene that can be interacted with via signals.
- **Edward Dao:** Continue experiment with making scripts between GDscript and python. Get a chance to meet with the game design members and attempt to generate python signals for them.

- **Summary of weekly advisor meeting**

N/A