

EE/CprE/SE 492 WEEKLY REPORT 12

Report period: September 28 - October 11, 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:** Refactored some of the code and maps and generated tutorial rooms 1,2 and 3. Make the player respawn inside of the tutorial map instead of the main room. Connect the tutorial rooms to the main room. Successfully implemented the first in-game puzzle **Theng Wei Lwe** . (But still need to integrate with script embedded team)
- **Theng Wei Lwe:** Worked with Wenqin to implement the tutorials and event handling.
- **Brennan Seymour:** Merged our branches, which had diverged significantly, and tied python scripts to individual puzzle interfaces.
- **Max Bromet:** I was very busy with exams the last 2 weeks, so I didn't get as much done as I wanted to. Worked on signals in UI.
- **Branden Butler:** Continued work on scripting system. Architecture has been planned

and preliminary implementation has begun. Puzzle definitions are now exposed dictionaries that can either be adjusted in the editor or programmatically set. Modules for the interpreter and the API generator have been stubbed out, with experiments ongoing on any changes potentially needed for importing said modules

- **Edward Dao:** Was sick for 1 and half weeks and study for my exam this week. Still experimenting with signals and incorporating the actual signal object instead of strings.

- **Pending issues**

N/A

- **Individual contributions**

<u>NAME</u>	<u>Individual Contributions</u>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Branden Butler	Begin implementation of signal manager, stub out interpreter and api generator	4	13
Wenqin Wu	Implemented 'portal' function, researching more basic Godot logic to refresh knowledge.	10	19
Edward Dao	Learning how to Incorporating the actual signal object instead of strings.	2	8
Theng Wei Lwe	Added tutorial rooms that players will go through to get a better understanding of the game world.	4	20.5
Max Bromet	Worked on signals with UI	1.5	10
Brennan Seymour	Merged our branches, which had diverged significantly, and tied python scripts to individual puzzle interfaces.	4	14

- **Comments and extended discussion**

N/A

- **Plans for the upcoming week**

- **Wenqin Wu:** Keep working on more puzzles and load/save features.
 - **Theng Wei Lwe:** Implement puzzles and sync with the UI/Scripting team to implement a proper scripting event.
 - **Brennan Seymour:** Create a file-driven text-boxes system to drive NPC interactions
 - **Branden Butler:** Begin implementation of API generator
 - **Max Bromet:** Work more on UI. Make more progress on using signals.
 - **Edward Dao:** Finish up the experimentation of using signal object instead of the string used in our python signal to gd script example. Then try to create a python signals object for the game design team.
- **Summary of weekly advisor meeting**
N/A