*EE/CprE/SE 492 WEEKLY REPORT 14*

*Report period:October11 - October 25, 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**:  This couple of weeks, me and Theng Wei Lwe start to working on the 2nd puzzle, the plan is to make some fire to lightroom up. The player will write code to summon the rain to extinguish the fire.

  · **Theng Wei Lwe**: Starting to implement basic puzzles, studying the logic of having system events and player-input events

  · **Brennan Seymour**: Spent some time getting the python extension to work on my machine, got started with text boxes.

  · **Max Bromet**: Went over scripting system. Made progress on the UI signals.

  · **Branden Butler**: Continued work on scripting system. Began implementing API generator module

・**Edward Dao**: Looked through the architecture that we had planned out. Looked through a git branch with the new architecture that is being implemented and began experimenting to implement the architecture.

o **Pending issues**

N/A

o **Individual contributions**

| NAME | Individual Contributions | Hours this week | HOURS cumulative |
|---|---|---|---|
| Branden Butler | Begin implementation of API generator | 5 | 18 |
| Wenqin Wu | Implemented 'portal' function, researching more basic Godot logic to refresh knowledge. | 8 | 27 |
| Edward Dao | Learning how to Incorporating the actual signal object instead of strings. | 3 | 11 |
| Theng Wei Lwe | Researching potential puzzles to incorporate and doing a light mock of a potential puzzle. | 4 | 24.5 |
| Max Bromet | Worked more on signals with UI. Learned about how the scripting system is being designed. | 3 | 13 |
| Brennan Seymour | Spent some time getting the python extension to work on my machine, got started with text boxes. | 4 | 18 |

o **Comments and extended discussion**

*N/A*

o **Plans for the upcoming week**

・**Wenqin Wu**: Keep working on more puzzles. Integrate the game with other branches.

・**Theng Wei Lwe**: Implement more puzzles and sync with the frontend to get a round

trip working

• **Brennan Seymour**: Continue working on file-driven text boxes. Support decisions with branching paths.

• **Branden Butler**: Finish implementation of API generator

• **Max Bromet**: Work more on UI. Help with scripting system.

• **Edward Dao**: Continue experimenting on implementing the architecture that we had designed. Possibly meet with the game design team to discuss plans for definition in the puzzle class.

- **<u>Summary of weekly advisor meeting</u>**
  *N/A*