

EE/CprE/SE 492 WEEKLY REPORT 15

Report period: October 26 - Nov 8, 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

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. The backend team has been making enhancements to the API generator.

○ Past week accomplishments

- **Wenqin Wu:** We finished the fire wall design for the game logic side.
- **Theng Wei Lwe:** Implemented the second puzzle room including a trap which triggers a fire event.
- **Brennan Seymour:** Spent some time getting the python extension to work on my machine, got started with text boxes.
- **Max Bromet:** Worked on UI text boxes and using signals to make them interact with things.
- **Branden Butler:** Continued work on scripting system. More work on API generator, output and input functions implemented.
- **Edward Dao:** Examine the API generator enhancements and start working on the interpreter module.

○ Pending issues

N/A

○ Individual contributions

<u>NAME</u>	<u>Individual Contributions</u>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Branden Butler	Implemented output and input function generation	6	24
Wenqin Wu	Implemented 'portal' function, researching more basic Godot logic to refresh knowledge.	6	33
Edward Dao	Understanding the API generator and started interpreter module	3	14
Theng Wei Lwe	Implementing a trap room with a key and fire surrounding the room	4.5	29
Max Bromet	Worked on text boxes and signals to interact with them.	4	17
Brennan Seymour	Spent some time getting the python extension to work on my machine, got started with text boxes.	4	18

○ Comments and extended discussion

N/A

○ Plans for the upcoming week

- **Wenqin Wu:** Try to merge the code with rest of the team and make a round trip.
- **Theng Wei Lwe:** Integrate backend and UI into the game logic. Have a minimal round trip going where the code written on the UI code editor is parsed by the Python environment and triggering signals on the game.
- **Brennan Seymour:** Continue working on file-driven text boxes. Support decisions with

branching paths.

- **Branden Butler:** Design output variables, they require more advanced trickery and will probably require work on the interpreter module

- **Max Bromet:** Finish work on text boxes. Work on main menu and settings. Help with integrating all the aspects of the game into the game logic.

- **Edward Dao:** Continue working on the interpreter module and communicate with Braden Butler, to see what needs to be done.

- **Summary of weekly advisor meeting**

N/A