Report period: Nov 9 - Nov 22, 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 team managed to get a round trip proof-of-concept where users could write simple Python scripts, and the scripts get to interact with the environment in the game.

- ○ **Past week accomplishments**

   ・**Wenqin Wu**: Finishing up the work, cleaning up repository.

   ・**Theng Wei Lwe**: Wrapped up game logic system and connected with frontend/python team to finish off implementations.

   ・**Brennan Seymour**: Built out API between Python interpreter and Godot, added an in-game text log, added editor hints for available hooks and outputs.
   · **Max Bromet**: Worked on poster, finishing up previous work, worked on slides.

   ・**Branden Butler**: Finishing scripting system, adding exception handlers, etc.

   ・**Edward Dao**: Help prepare the poster and presentation. Also upload the reports, poster, and presentation to the website.

   - ○ **Pending issues**

      N/A

o **Individual contributions**

NAME	Individual Contributions	Hours this week	HOURS cumulative
Branden Butler	Completing scripting system	6	30
Wenqin Wu	Cleaning up the repository, integrating potential last-minute ideas into the game	2	41
Edward Dao	Understanding the API generator and started interpreter module	6	20
Theng Wei Lwe	Cleaning up game system and preparing for final presentation	3	32
Max Bromet	Worked on poster and slides, finished up previous work	3	20
Brennan Seymour	Built out API between Python interpreter and Godot, added an in-game text log, added editor hints for available hooks and outputs.	12	30

o **Comments and extended discussion**

N/A

o **Plans for the upcoming week**

Everyone : Getting ready for IRP panel presentation, making slides and poster, refining game system.

o **Summary of weekly advisor meeting**

N/A