EE/CprE/SE 491 WEEKLY REPORT 2

February 5th - February 12th

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

(All the above information should be there in each weekly report. The format/color scheme etc need not be the same. However, please remove everything that is in a bracket from your final submission. These are just part of the template and need not be a part of the report.)

- o **Weekly Summary** *(Short summary about what the group did for the week. This should be about a paragraph in length. These are just a few questions to help you get started. What was the overall objective for the week? In general, what tasks were completed? Were there any changes made to the project?)*

- o **Past week accomplishments** *(Please describe/summarize as to what was done, by whom, when and, collectively as a group. This should be about a paragraph or two in length. Bulleted points are acceptable as well. Please keep only your technical details related to your project. Figures, schematics, flow diagrams, pseudocode, and project related results are acceptable, but please ensure that they are legible (clear enough to read) and to provide an explanation. If researching a topic, please add a few details about what was learned and how it is relevant to the project. If two or more people worked on a single task, be sure to distinguish how each member contributed to the task. Specific details relating to the assistance provided to other members may be included here. **Do not include classwork, such as individual reflection assignments, and group***

meetings as part of your duties.)

• Branden Butler: This week I got several experiment projects working that integrate IronPython. I have 3 projects, one for each of the following IronPython versions: 2.7, 3.4beta1, and 3.4.0. Getting these projects working was a chore, there were multiple severe dependency conflicts and documentation was quite sparse. Eventually, I got it working by installing the IronPython2.7 NuGet package and fixing any dependency conflicts from there. For 3.4beta1, I transplanted the 2.7 project's libraries and replaced a few of them with ones for IronPython 3.4beta1. There were a few more conflicts that required fixing, but it was significantly easier than attempting to install 3.4beta1 from scratch. 3.4.0 was even easier, I was able to copy the 3.4beta1 project and replace a grand total of 6 DLL files to get a working project. I've also begun work on Lua and IKVM experiment projects. Lua looks promising but IKVM looks like it may be too complicated to integrate, there are a significant number of dependencies and it appears it may depend on architecture-dependent code.

•Wenqin Wu:

- For the passing week, I finialized the version of the questionnaire and ask Matt send out to the students. However, until the date I m writing this report, we still only got 1 response from the user. I am still working on other projects with other professors, I can ask other professors to send our questionnaire to their students, so that we can have larger scale of response.
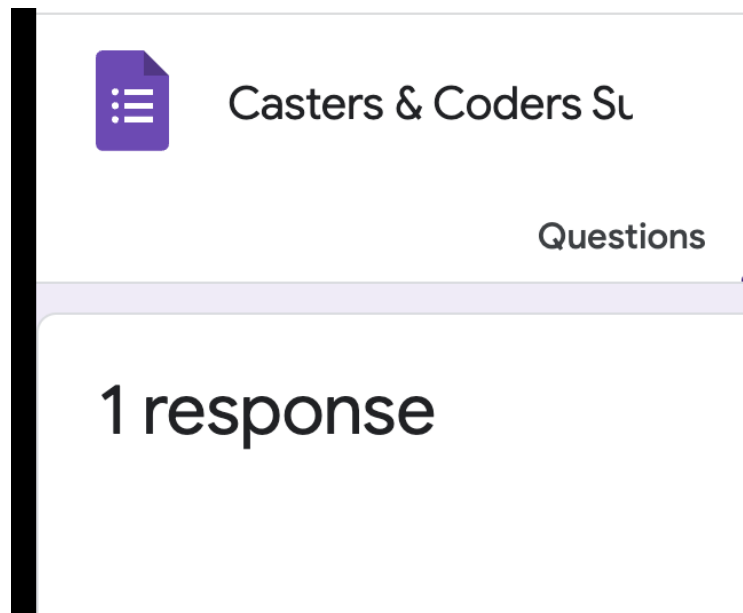
- I aslo did study and research on .Net because it seems like our project is heavily corallaborating with .Net, so I go look deeper into .Net with some project as example.

- Edward Dao: Continued working on the unity tutorial, which teaches me the essential of setting up unity projects and work with in-game objects. Additionally, learning little about python and c# to make sure at least I understand the basics.

- Theng Wei Lwe: Started Unity microgame tutorial, learning the basics about in-game objects.

- Brennan Seymour: Helped write the aforementioned questionnaire, and investigated a way of running Python using the standard interpreter, through a parallel OS process. So far, that's been unsuccessful; Since Branden had some luck with IronPython, I'm happy to just stick with that.

- Max Bromet: Started working on a Unity tutorial, also learned more about C#.

- **Pending issues** *(If applicable: Were there any unexpected complications? Please elaborate.)* · Team Member 1: Worked on…

  · Team Member 2:

  · Team Member 3:

  · …

- **Individual contributions** *(Creating this section is optional, but it is **Required to include the "Hours Worked for the Week" and their "Total Cumulative Hours" for the project for each member somewhere relevant in your report. Your individual weekly hours should be at a minimum of 6-8 hours for this course. So please manage your time well. Also, ensure that individual contributions support your claim to the weekly hours. Be honest with the reports.)***

NAME	Individual Contributions *(Quick list of contributions. This should be short.)*	Hours this week	HOURS cumulative
Branden Butler	IronPython 2.7, 3.4beta1, and 3.4.0 experiment projects	8	11
Wen Qin Wu	Collecting data. Writing email to professor , Grain more experience with .Net and Unity	3	6
Edward Dao	Continue finishing up Unity tutorial and continue getting experience on Unity, Python, and C#	3	7

Theng Wei Lwe	Unity tutorial involving LEGO microgame. Learning the basics of in-game objects including platforms, characters and trigger conditioning.	3	5
Max Bromet	Worked on Unity tutorial, and practiced C#.	2	5
Brennan Seymour	Contributed to our questionnaire, and attempted a POC using a different method of embedding Python.	3	7

- o **Comments and extended discussion** *(Optional)*
  Feel free to discuss non-technical issues related to your project.

- o **Plans for the upcoming week** *(Please describe duties for the upcoming week for each member. What is(are) the task(s)?, Who will contribute to it? Be as concise as possible.)*

  • Wenqin Wu: keep research and study .Net. Send out email to professors and
    ask their students to fill out the survey

  · Branden Butler: Complete experiments with Lua and IKVM. Determine if there
    are any other languages we want to experiment with

  • Edward Dao: Set up the rest of the environment and continue working on the unity
  tutorial. Learn a bit more about the project and tool we are using. Also complete
  anything that is needed.

  • Theng Wei Lwe: Continue working on unity tutorials. Work with team to brainstorm
  ideas on project. Look into

  • Brennan Seymour: This week I need to get in closer contact with Branden and
  hopefully help with language integration. I also want to create some documentation
  about our current ideas for game design. I'd like to have a variety of smaller scale
  situations where coding drives gameplay, small enough in scope that they can all be
  mocked up without too much hassle once our foundational work is done. I think that
  prototyping a variety of ideas will help us figure out what direction we want to take the

project in.

· Max Bromet: Finish Unity tutorial. Work with team to finalize project ideas and get a very rough idea of what we want the game to look like.

- o **Summary of weekly advisor meeting** (*If applicable/optional*)
No meeting for this week. We will follow-up with advisor the following week based on the bi-weekly meeting schedule.

Grading criteria

Each weekly report is worth 10 points. Scores will be awarded as follows:

- · **8 – 10**: Progress for your project seems to be suitable. Documentation and hours reported by team members are adequate.

- · **6 – 8**: There is scope of improvement both in your report and your project progress. Can consult with instructor/TA after class for further inputs.

- · **< 6**: Please talk to instructors/TA after class hours about any difficulties that you/your team is facing.

Each weekly report should be unique in that they have a unique set of supporting details for your contributions. So please do not just copy your reports from the previous week. In addition, please avoid any personal pronouns (he, she, I, you). Try to keep your reports as neat as possible.