EE/CprE/SE 491 WEEKLY REPORT 5

Feb 27th - March 5th

Group number: sddec23-13

Project title: Casters and Coders

Client &/Advisor: Mat Wymore

Team Members/Role:
- Brennan Seymour
- Branden Butler
- Theng Wei Lwe
- 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**

Overall as a group, we did a team meeting to discuss the requirements and constraints for the assignment that was due this Sunday. Next, discuss possibly changing the tools we will use to implement Casters and Coders from unity to another option that allows more diverse uses of languages. That will be further discussed on Tuesday. Lastly, discuss what language we will implement for the game.

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.)***

- Wenqin Wu:

  The original plan was to come up with a draft version of the story line with teammates , however, my plan got strained by a couple of midterm exams. I could not even join the group meeting that happened on Thursday. Looks like I am a little bit behind ,I need to catch up with my teammates. This week I only kept doing my experimental project.

- Theng Wei Lwe: Worked with group on Professionalism assignment as well as the Requirements Standards assignment. However, I could not attend this week's meeting and discussion. Continued working on Unity tutorials and storyboard design.

- Brennan Seymour: I worked through a Godot tutorial, and researched language embedding options that are available to us through Godot's C++ language binding.

- Branden Butler: This week I did some basic experimenting with Godot and researching language bindings

- Max Bromet: This week, I stopped working on Unity and started looking into the Impact engine as a potential alternative, since its starting to look like we may want to find an alternative. I also looked into Godot a little bit, but my main focus was on Impact.

- Edward Dao: Finished the unity tutorial project I was working on, not sure what to do at the moment. I will at the moment focus on figuring out the project document and the upcoming assignments related to them.

o **Pending issues** *(If applicable: Were there any unexpected complications? Please elaborate.)*

- Team Member 1:

- Team Member 2:

- Team Member 3:

- …

o **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	Basic research into Godot language bindings	3	25
Wenqin Wu	Keep going on experimental project	1	14
Edward Dao	Finish unity tutorial and shift focus to project document till I figure something out	3	14
Theng Wei Lwe	Helped out with group assignment. Continue working on storyboard and Unity tutorials.	3	14
Max Bromet	Looked into the Impact engine and checked out Godot	4	15
Brennan Seymour	Went through a Godot tutorial and researched some language embedding tools we could use from C++.	4	21

- o **Comments and extended discussion** *(Optional)*

- 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:

  I have another exam for next Wednesday, I will try to come up an story line after my exam.

  • Theng Wei Lwe: Finish up the storyboard. Discuss more in-depth specifics of the project with teammates during the meeting. Plan about how we can start implementing the base structure of the game on Unity.

  • Brennan Seymour: I'll try to do some experimenting with Godot's GDExtension and GDNative APIs, to judge how applicable those will be for our needs.

• Branden Butler: More in-depth research into Godot and its language bindings, attempt to get Kotlin scripting working in a project. If time allows, investigate Typescript in Godot

• Max Bromet: Keep looking into Impact. Look at Godot a bit more, as I still don't have a great understanding of it.

• Edward Dao: I have an exam on Wednesday night and I think I have an in class exam Thursday. I am able to go to the meeting on Tuesday and Thursday. I am a bit lost on what to do this coming week, so will ask about what task I could work on.

○ **Summary of weekly advisor meeting** (*If applicable/optional*)
  (*Provide a concise summary on the contents and progress made during the advisor meeting.*)

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.