

## **EE/CprE/SE 491 WEEKLY REPORT 6**

**Report period: March6- March12**

**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

### ○ **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.*

- **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:

This week we have decided to rework on the game engine decision since we realized that Godot is a better fit for our project. I have installed and researched about Godot for a while. Godot is more suitable for 2.5 D or 2D, and more suitable for the art design we have chosen. I have also started analyzing the story line, I think the key theme for our game is magic, just like Harry Potter because we are casters. However I need some programming concepts we are need to teach to chain in the story concept, for now I just feels like very clueless.

- Theng Wei Lwe: Started research and tutorials on Godot. Played around with the 2D tutorial and learned how to create characters, npcs, collision and movement.

- Brennan Seymour: I designed several puzzles, and elements that might be useful in future puzzles. I also worked through a godot tutorial.

- Max Bromet: This week I started learning more about Godot. I also looked into some of the potential art styles that we could be using.

- Branden Butler: I did experiments with Godot and Kotlin using the alpha-state Kotlin module. Hello world program was pretty easy to get set up and running, but the scripting engine again resulted in failure. This time the problem was the scripting engine requires the Kotlin reflection library, but due to how the module is architected the reflection library cannot be added. I got in touch with the developers and they have a tracking issue but it's very low priority. I've decided that Kotlin is again non-viable

- Edward Dao: Did not get much done this week due to two exams and traveling for vacation. I have some ideas and plans that I will be working on once I get back onto campus though.

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

Wenqin Wu: Need programming concepts before processing storyline.

- 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.)*

<b><u>NAME</u></b>	<b><u>Individual Contributions</u></b> <i>(Quick list of contributions. This should be short.)</i>	<b><u>Hours this week</u></b>	<b><u>HOURS cumulative</u></b>
Branden Butler	Experimented with Kotlin Godot bindings	6	31
Wenqin Wu	Keep going on experimental project	3	17
Edward Dao	Have a role assigned and some ideas of what to work on once I get back from vacation	1	15
Theng Wei Lwe	Godot research and tutorials. Started on preliminary game development.	4	17
Max Bromet	Did Tutorial on Godot, and looked into artwork.	2	17
Brennan Seymour	Designed several puzzles and continued with a Godot tutorial.	3	24

○ **Comments and extended discussion** *(Optional)*

○ **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:

Trying to make up something without programming concepts and fit them in once I have them.

• Theng Wei Lwe: Try to get prototype done by end of Spring break and learn more about GDScripts.

• Brennan Seymour: I will look into a C++ godot binding, and how to use that to interface with the native Python interpreter.

• Branden Butler: Investigate TypeScript and Python in Godot

- Max Bromet: Keep looking into Godot. Look into TypeScript in Godot.
- Edward Dao: Start up on a godot tutorial and brainstorm some concept art and designing some puzzles.

- **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.