- **<u>Weekly Summary</u>**

- **<u>Past week accomplishments</u>**

  · **Wenqin Wu**:

  For this week, I have not really got a chance to do a lot of updates, still trying to polish the storyline so that we can fit more teaching concepts into the game and make it make sense to the player. By now the world concept and the skeleton looks good to me and the rest of the team.

  · **Theng Wei Lwe**: This week I discussed with Wenqin about plans on integrating the storyline with the prototype I created. I also toyed around with the prototype and GoDot a little bit more to get more comfortable with it.

  · **Brennan Seymour**: This week I was pretty slammed with other schoolwork. I got some design work done in regards to curriculum, puzzles, UI mockups, and interface specs for the embedded language system, but they're all still sketches in a notebook which I need to formalize and compile in a place that is accessible to the rest of the team.

  · **Max Bromet**: This week I was a bit busy with other schoolwork, but I did some more work on the Godot tutorial. I also helped flesh out some of our design requirements.

• **Branden Butler**: This week I experimented with the Python bindings in Godot using PluginScript. These bindings knocked Lua out of being the easiest to implement, I didn't need to even leave the editor to enable them. All I needed to do was install the package through the asset store and restart the editor.

• **Edward Dao**: Finished up the godot tutorial for the 2d game design from godot website. Look over the figma diagram of the ideas we made for some ways we could teach if/else statements within our game.

- o **Pending issues**

     N/A

- o **Individual contributions**

| NAME | Individual Contributions<br>*(Quick list of contributions. This should be short.)* | Hours this week | HOURS cumulative |
|---|---|---|---|
| Branden Butler | Experimented with Godot Python bindings | 2 | 35 |
| Wenqin Wu | Adding more modules into the teaching list. | 2 | 25 |
| Edward Dao | Finished up the tutorial and looked over ways to teach if/else statements within the game | 3 | 24 |
| Theng Wei Lwe | Discussed about storyline integration with the prototype. Toyed a little bit more with the prototype and GoDot. | 2.5 | 27.5 |
| Max Bromet | Worked on a Godot tutorial. | 2 | 24 |
| Brennan Seymour | Did some design work & UI mockups. | 3 | 37 |

- o **Comments and extended discussion**

     *N/A*

- o **Plans for the upcoming week**

· **Wenqin Wu**: Finish the module list and start brainstorming points where we can insert our teaching concepts.

· **Theng Wei Lwe**: Work closely together with Wenqin to polish the storyline and designs.

· **Brennan Seymour**: I plan on formalizing this week's designs and expanding upon them. I also want to work on setting up a place to compile documentation in a git repository. This will likely use either Gitlab or Github, though I may look into alternatives such as Codeberg and Sourcehut as well.

· **Branden Butler**: Dive deeper into the Python bindings and begin sketching out a rough API design. Note: I am presenting at a conference this week so my contributions will be limited.

· **Max Bromet**:. I intend to continue to work on the Godot tutorial and learn more about implementing Python in it.

· **Edward Dao**: Begin brainstorming ways to teach concepts within the game and make puzzles that would associate with the concept.

o **Summary of weekly advisor meeting**

*We filled Mat in on our progress for the last two weeks, and discussed what we wanted to work on for the next couple of weeks (this is reflected in the above section). He seemed content with our progress.*