

## ***EE/CprE/SE 491 WEEKLY REPORT 9***

***Report period: April 10 - April 16***

***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**

- **Past week accomplishments**

- **Wenqin Wu:**

- I finally found a way to insert concepts to the storyline, in order to do that , I also made some small changes to the storylines so that the insertion is getting more smoothly.

- Now my programming concepts are done.

- Proceed to Godot tutorials, everything is fine for now.

- **Theng Wei Lwe:** This week, I looked into implementing chatting system for the game.

- Did research on handling chat bubble layouts and implementations. Played around with the scripting system for the chatting function.

- **Brennan Seymour:** I wrote up documentation specifying all the necessary functionality for the textbox system and for the language embedding system. I also put together a github organization and a repository for the project.

- **Max Bromet:** This week I did some more work on the Godot tutorials. That said, I wasn't able to make as much progress on other parts of the project as I would have liked.

- **Branden Butler:** Read through Godot tutorials and began designing the overall embedded language system. Note: I presented at a conference this week so my contributions were limited

- **Edward Dao:** Brainstorm on some ways to design the puzzle to the ideas of the concept we wanted to teach the players.

- Pending issues

N/A

- Individual contributions

<u>NAME</u>	<u>Individual Contributions</u> <i>(Quick list of contributions. This should be short.)</i>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Branden Butler	Read up on API docs of Godot and began designing embedded language system	3	38
Wenqin Wu	Godot and Concepts insertion	5	30
Edward Dao	Begin brainstorming puzzles that fit the concept we wish to teach players.	2	26
Theng Wei Lwe	Chat system implementation	3.5	31
Max Bromet	Worked on Godot tutorial	2	26
Brennan Seymour	Wrote some documentation and set up a Github organization	2	39

- Comments and extended discussion

N/A

- Plans for the upcoming week

- **Wenqin Wu:** Finished the last part of the storyline design. And working on presentation

- **Theng Wei Lwe:** Get prototype of chat system out, design text bubbles and NPCs.
- **Brennan Seymour:** Lay out all the UI components we'll need and mock up each one of them.
- **Branden Butler:** Continue reading godot API docs and write up a proof of concept embedded scripting system.
- **Max Bromet:** Main goal is to get the git repository all set up for when we start actual development.
- **Edward Dao:** Continue brainstorming ideas for puzzles and help create a presentation for the class.

- **Summary of weekly advisor meeting**

No meeting this week.