

EE/CprE/SE 491 WEEKLY REPORT 2

9/19 - 9/26

Group number: Team #37 - sdmay25-37

Project title: Non-Euclidean Game

Client: Josh Deaton

Advisor: Dr. Joseph Zambreno

Team Members/Role:

Tasman Grinnell Project Manager/Rendering Engine Engineer

Josh Deaton Rendering Engine Lead

Ben Johnson Rendering Engine Engineer

Cory Roth Rendering Engine Engineer

Lincoln Kness Game Design Lead

Zach Rapoza Game Design Engineer

Spencer Thiele Game Design Engineer

- **Weekly Summary:** This week, the primary focus was on continuing to learn OpenGL and glad/glfw for the Rendering Engine team. Additionally, game topics were discussed by the Game Design Team and proposed to the Engine team for final decisions on game subject. Each of the proposed designs were discussed in the weekly meeting for additional ideas and concerns from the engine team. The final decision was to use the Lights Out idea.

- **Past week accomplishments**
 - Tasman: Began experimenting with OpenGL and glad/glfw. Found additional games to explore.
 - Josh: Continued experimenting with OpenGL. Set up a meeting time with the team. Product research
 - Ben: Began setting up the framework for our game engine in C++.
 - Lincoln: Met with the Design team and brainstormed and came up with 4 ideas that will be voted on
 - Cory: Met with Design Team about brainstorming game ideas
Ran through OpenGL experiments
 - Zach: Downloaded unity on laptop, brainstormed ideas for the design team meeting, met and worked on 4 game ideas
 - Spencer: Browsed Unity resources for learning, brainstormed game ideas, met with the design team to finalize ideas to be voted upon, discussed concerns with the rendering engine team.

- **Pending issues**
 - Tasman: N/A
 - Josh: N/A
 - Ben: N/A
 - Lincoln: N/A
 - Cory: N/A
 - Zach: N/A
 - Spencer: N/A

○ **Individual contributions:**

<u>Name</u>	<u>Hours This Week</u>	<u>Total Cumulative Hours</u>
Tasman	6	13
Josh	4	14
Ben	5	13
Lincoln	6	14
Cory	6	12
Zach	4	9
Spencer	6	11

○ **Plans for the upcoming week**

- Tasman: Continue Exploring OpenGL with basic examples, learning programming models. Research additional games that already exist and the models they run on.
- Josh: Continue exploring OpenGL. Going to create a simple rendering of a shape and perform animations
- Ben: Implement game loop and possibly entity-component-system.
- Lincoln: Meet with the rest of the group and vote on a final idea and then start brainstorming more complex design choices
- Cory: Continue to explore OpenGL
- Zach: Now that we have the basic idea for the game, work on the smaller details. Work with Unity
- Spencer: Finalize the game concepts for the voted on concept, finish assembling Unity resources for learning, begin prototyping core concepts.