

***EE/CprE/SE 492 BIWEEKLY REPORT 2***

***Jan 31 - Feb 13***

***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 & Game Design Engineer***

***Spencer Thiele Game Design Lead***

***Zach Rapoza Game Design Engineer***

***Lincoln Kness Game Design Engineer***

o **Weekly Summary:** Other than continuing development, we had a lot of meetings to determine the direction that we need to go and the features that we really need to have implemented prior to the game development team to start working. After discussing our progress, the Rendering Engine team scheduled a time to meet together in person so we can dial in and get everything done that we need to have done. In terms of development, we finished cleaning up branches prior to merging (Input Classes and better bindings for class methods) and overall continued development throughout the project as a whole. Additionally, we were able to trim the Unity Files down to the Github file size limitations, allowing us to get around the Unity version control money issue.

o **Past week accomplishments**

* Tasman: This week, I finished implementing and testing the Input classes, finding some new ways to bind functions that are part of a class, and finally cleaning up the branch for a pull request. I continued discussion with the team to determine the direction that I’ll be going in, finding areas to work in, and what we need to finish up before working with the Game Dev team. I also scheduled a time for the Engine Team to meet and do a live coding session on Saturday (2/15) for us to grind a lot of the rest of the work out.
* Josh: Multiple meetings with the team discussing our current status and planning a coding session for this saturday. Continued working on the rotation classes.
* Ben: I added the new ECS library to our project. I also started to integrate it with Tasman’s input system.
* Lincoln: We worked as a team plan to figure out the last few things needed to be completed before combining with the rendering team, as well as because figuring out how we want to playtest.
* Cory: Worked together to figure out the setup for playtesting and looking into drag and drop for for world builder
* Zach: Implemented maintenance of Inventory and Equipment states between scenes. Started exploring affecting the farmers field of vision based on equipment.
* Spencer: Trimmed Unity files to fit Github size limitations and put the demo project in a repo to transition away from package sharing. Planned out playtesting goals and remaining objectives with the team. Continued with non-euclidean research and discussed transformation strategies with Josh to see what I need to provide to the shader.

o **Pending issues**

* Tasman: None, just need to continue researching the areas that I’m working in for the future (animations from a spritesheet).
* Josh: Need to figure out how to hand the stuff off to spencer and incorporate graphics in tilings
* Ben: N/A
* Lincoln: N/A
* Cory:
* Zach: N/A
* Spencer: NA

o **Individual contributions:**

| *Name* | *Hours This Week* | *Total Cumulative Hours* |
| --- | --- | --- |
| Tasman | 7 | 83.5 |
| Josh | 3 | 66 |
| Ben | 3 | 66 |
| Lincoln | 4 | 73 |
| Cory | 4 | 70 |
| Zach | 6 | 70.5 |
| Spencer | 4 | 74 |

o **Plans for the upcoming week**

* Tasman: Continue researching sprite sheets and animations for OpenGL, and figure out how to customize the animations for the sprites that we’ll need for the game.
* Josh: Live coding session on Saturday where we will be collaborating with the engine team to integrate and finish up tasks.
* Ben: Work with Josh and Tasman to put our rendering system in a good state.
* Lincoln: Continue wrapping up the last few things we need to do before working with the rendering team.
* Cory: Continue wrapping up things for the playtest.
* Zach: Finish adding the effect of changing farmers field of vision based on whether a lantern is equipped. Implement Player death.
* Spencer: Build out a prototype of the physics engine in the coding meetup with the team on Saturday. Finish traps and light placement in Unity along with adding more NPCs.