Project Timeline - EC327

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11/12/22 - Team Meeting: Assign roles, divide tasks

Looked into GameMaker studio, watched tutorials of GameMaker studio’s language (similar but not quite C++), decision to stick with C++ because of familiarity, start coding main + enemy + ruined city files

11/16/22 - Wrap up Main, Enemy, and Options cpp and header files

Collaborated through Zoom, made sure the code written between team members was compatible, documentation of code

11/18/22 - Team Meeting: Progress update, see which files need work/attention

Reviewed and debugged main/options files, started and finished ghost + minotaur + skull files, split tasks amongst team members (started mc, rogue knight, and ruined city files)

11/23/22 - Wrap up MC, Rogue Knight, and Ruined City cpp and header files

Collaborated through Zoom, made sure the code written between team members was compatible, documentation of code

11/26/22 - Team Meeting: Progress update, Bridge/Cave cpp and header files, Main file implementation

Debugged rogue knight and ruined city files, started and finished bridge + cave cpp and header fils, discussed and implemented supplementary files into main (and debugged), documentation of main, bridge, and cave files

11/26-12/3 - Testing and Debugging main file

Collaborated through Zoom, more debugging of issues with functionality of game

12/3/22 - Team Meeting: Main file debugging and documentation

Continued to debug main file and issue across supplementary files, updated documentation of changes in functionality in code

12/7/22 - Testing and Debugguing main file

Collaborated through Zoom, more debugging of issues with functionality of game

12/9/22 - Team Meeting: Make YouTube video presentation and begin project deliverables (statement of work, project architecture, etc.), more testing/debugging main file

12/9-12/22 - Finalize main file testing, finish additional deliverables

(another team meeting on 12/11 to identify more issues that need to be addressed)