

## WEEKLY PROGRESS REPORT

### 1) RPG -- Pokemon

Group Leader: Thomas Gatewood

### 2) Time and Location of Meetings

Fridays at 5:30 in the discord

### 3) Members of Group

Overworld: Zachary Josh Thuy

Combat Event: Thomas

Pokemon Class: Andrew, Mario

Player Class: Yulong, Junwei

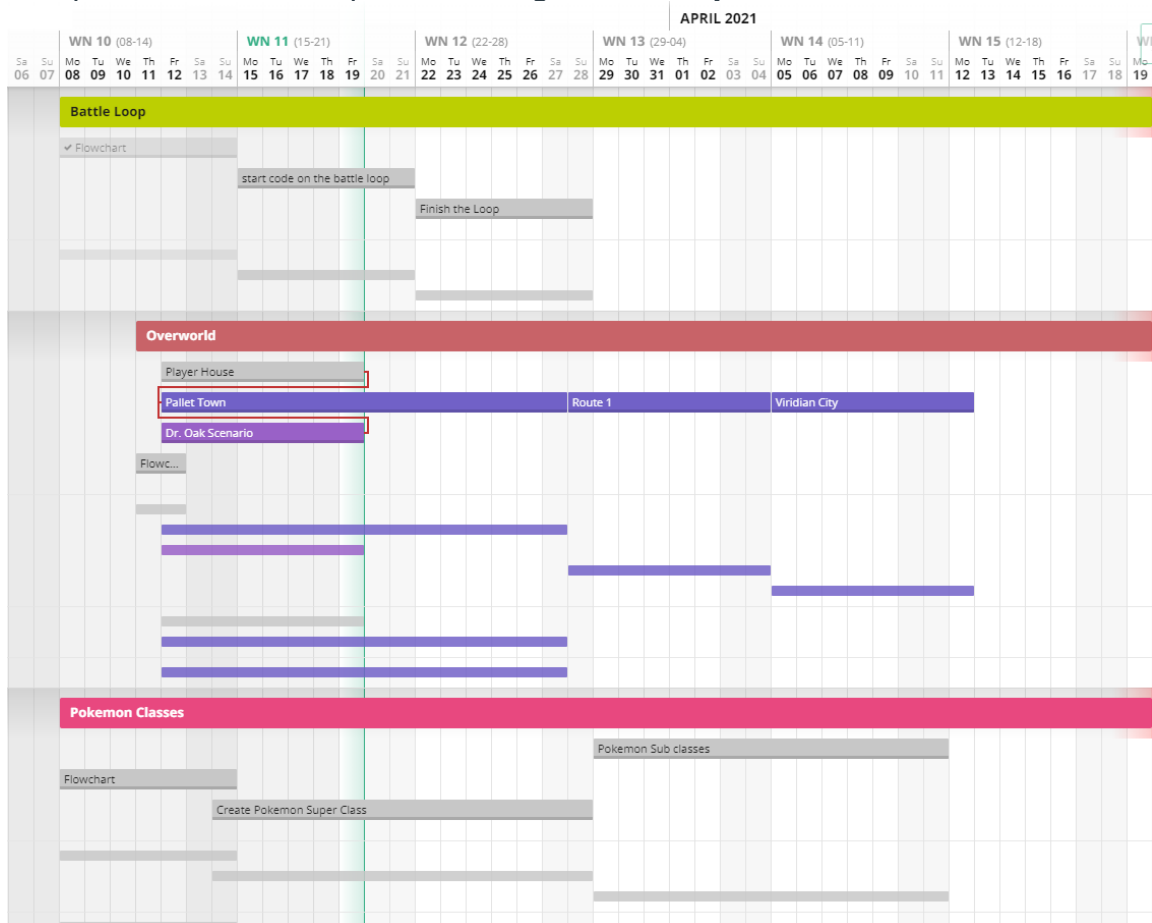
### 4) Progress of Group - Gantt Chart

List each members responsibility/assignment

Show schedule and progress.

Number of lines of code completed during the week

Specific tasks accomplished during the week by each member.



Overworld:

Working on pallet town, currently split up into starting house, pallet town, and prof. Oak's house. Playing like a text adventure as a way to get ready for the GUI implementation. All battles are stand-ins at the moment. About 176 lines of code written for prof. Oak's section. 137 lines written for starting house.

#### **Battle Loop:**

Started the battle loop/combat event. Have most of the player interaction/choices done. However the full loop remains unfinished. About 200 lines have been completed

#### **Pokemon Class:**

The classes for the pokemon have been mostly created, however there are plans to be slightly reworked so that one damage function overrides all. About 250 lines of code have been created.

#### **Player Class:**

Player class has proper direction for what needs to be done, what characteristics need to be added and how it will be used in the main program, despite there only being one player.

5) Post Github Link and invite me to be a member.  
<https://github.com/CSC17B-SPRING-2021/Pokemon>