Group Weekly Progress Report 03/22/21 to 03/28/21

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:

Both worked on Pallet town, the starting town of the game.   
Zachary:  Zachary worked on the beginning scene with Professor Oak who gives you your first pokemon and teaches you the game.  
Josh: The player’s house area was assigned to Josh for now

Combat Event: Thomas (Now mostly finished, will jump around to help others code)

Pokemon Class:  Andrew, Mario

Both are working together on the main class and subclasses as they are essentially one in the same.

Player Class: 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.**

**03/21/21-03/28/21:**

**Working on combining code together from both partners in Overworld section. This turned out to be quite successful and a good base for improvement. Next week will focus on object-orienting the combination of our code which will provide a nice base for our next two sections. Joshua and I have decided to do our own takes on how to object orient the code we’ve combined, and then also combine those ideas together for next week so we can then bounce ideas off of each other to hopefully make a better product. Lines written this week are totalling 447 between the both of us!!**

**Contact Info:**

**Zachary Romero:** [**zromero3@student.rccd.edu**](mailto:zromero3@student.rccd.edu) **& Zach1281#8510**

**Battle Loop:**

**The battle loop is mostly done, however since it relies a lot on other classes, I will wait to completely finish it until their work is more complete. For example, speed calculations would need the loop presented twice, one with the opponent first, then one with the player first. All that needs to be done there is to switch the order of the loop that already exists and then make the if statement to check speed. About 150 lines were written and revised. Will work on other parts of the project so that this may be achieved better.**

**Thomas Gatewood :** [**tgatewood2@student.rccd.edu**](mailto:tgatewood2@student.rccd.edu) **Discord: Ababyturtle99#0480**

**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. Edit 3/28/21: Damage multiplier function created for pokemon types, added about 150 lines of code.**

**Mario Cuaya:** [**mcuaya1@student.rccd.edu**](mailto:mcuaya1@student.rccd.edu)**Discord: 2Vladimirx#7163**

**Andrew Spurling:** [**andrewspurling777@gmail.com**](mailto:andrewspurling777@gmail.com) **Disord: Andrew Spurling#6217**

**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>

Gantt Chart: You should have been invited to an Agantty group project, if not, please tell us so that we may fix it.