

# COMP3004 - Project Progress Report 1

Kelvin Choy, Guy Cloutier, Daniel Cormier, Bailey D'Amour

Contributions:

## 1. Kelvin Choy

- (a) Hours contributed: 4-5
- (b) Contributions:
  - i. Going over quest rules
  - ii. Learning Github and Unity
  - iii. Made UML diagram (probably not complete yet)
  - iv. Writing scenarios
- (c) Planned contributions:
  - i. Not yet planned

## 2. Guy Cloutier

- (a) Hours contributed: about 9
- (b) Contributions:
  - i. Setup personal Git
  - ii. Helped define features
  - iii. Created 3 scenarios
  - iv. Have written a few code contributions to get used to Unity
  - v. Consolidated Progress Report
- (c) Planned contributions:
  - i. Not yet planned

## 3. Daniel Cormier

- (a) Hours contributed: 5.5
- (b) Contributions:
  - i. Going over quest rules
  - ii. Learning Github and Unity
  - iii. Writing scenarios
- (c) Planned contributions:
  - i. Not yet planned

#### 4. Bailey D'Amour

(a) Hours contributed:8.0

(b) Contributions:

- i. Reviewed the rules of Quest
- ii. Set up a github repository
- iii. Set up all required tools (git, visual studio, vs code, unity)
- iv. Researched Unity tutorials that used the MVC design pattern
- v. Implemented some of the logic related to cards and transfer between areas on the board
- vi. Individually cropped each image from the scans provided and made them transparent

(c) Planned contributions:

- i. Not yet planned

This week our team has NO issues to report in terms of participation, contributions, distribution of work.