

Follow-ups EIP

2024.09.19

Advancements:

- Powerpoint presentation of the concept behind IsoMaker shown to Leo

Feedback:

- Finish splitting the main tasks:
 - CI/CD
 - Map Editor
 - 2D tool
 - 3D tool
 - Scripting
 - User Interface
 - Game project compilation
 - Physics engine
- Use github project rather than notion.so to follow the project's development

2024.11.15

Advancements:

- Basic version of 2D asset creation tool
- Map block placements and camera rotation
- Generic input handling system
- isomaker.fr, website that will allow the user to download .zip/installation file once the first release is ready

Feedback:

- Focus on Scripting and Compilation

2024.12.13

Advancements:

- Dropped the 2D and 3D asset creation tools
- Project compilation on Windows OSdone
- CI implementation with Unit Tests

- Reorganized project documentation, "Readme" added to github repository

2025.04.03

Back and forth regarding the content required for the Go/ No Go presentation

Feedback:

- Finalize BTP file

2025.04.10

Feedback:

Tasks to accomplish in the near future to prepare for the Go / No Go presentation

- Document reunions and followups, it's important to have text notes
- Unit tests
- Create itch.io page for user feedback and project promotion
- Get back to implementing a release system, implement downloading a /zip file from the isomaker.fr website
- Bring local git branches up to speed, merge new features to dev branch, update Windows OS compilation
- Further develop the "Error handling" section of the BTP, add a complete testing scenario that goes from project creation to execution of the compiled game
- Lea has to fix her laptop to be able to connect her mic during calls while on her fedora partition for followup calls
- Open social media profiles for the project (Discord server, Mastodon, Bluesky)

2025.06.11

Advancements:

- UI almost implemented
- A few updates to map editor

Feedback:

- Concentrate on what is required by the BTP testing scenarios
- Finish preparing documentation and presentation for Go / No Go review

2025.06.27

Due to the absence of 2 out of the 3 members of the team, the call was shorter than planned. Nevertheless, some important questions regarding the KPIs for the project and the RNCP presentation were answered.

Advancements:

- Map object handling has been completely overhauled
- Generic raygui UI was implemented
- Reworked character animation handling
- Documents for KPI and gonogo-review folder