

Project Log #2

January 26th, 2022

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Jasmine C	Currently, Maddox and I have been working together to fully plan out the object model we want to use for our WFC collapse algorithm, and have been commenting out the logical steps in the code before we start writing code. Along with this we've started the proposal/main overview of the entire project that will be turned in along with our demonstration (which will hopefully help teach others).
Maddox P	Currently, I am set to confirm the data structures and set them up in script with Jasmine. After that the group should be ready to begin writing the main WFC script.

What are the risks to address for successful project completion?

- Getting stuck down rabbit holes, particularly when it comes to code efficiency. It's easy to get carried away with using the newest/fastest/coolest implementation of something, but if it's not well documented it could just lead to more work in the future.
- Performance is also something to keep an eye on as we build the scripts.

How can we address them?

- If we find ourselves spending a lot of time on a particular part of implementation we should take a step back and ask ourselves if there is an easier way to do this.