

Project Log #3

January 31th, 2022

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Jasmine C	Now that we have all the logic for the Wave Function Collapse Algorithm (along with the data structures and objects we are using) we can fully focus on writing the code. Recently, I've been working on the FindEntropy and Choose Coordinate Functions, and often communicate with Maddox to make sure our logic is on the same page.
Maddox P	I've been working on the ForcePlace function and CrossOff function. In addition, I will also be working on the stack functionality that manages "dirty" tiles since they are affected by CrossOffs and placing.

What are the risks to address for successful project completion?

- Not a risk to the project, but right now our group is missing a few assignments in the grade book, since we are working on a different project than our classmates.

How can we address them?

- We need to keep Mr. Schepens updated on our project and keep up the steady pace. We also need to look at what we could turn in for the deliverables (maybe the text we dump for testing or more work on our final proposal).

<https://prod.liveshare.vsengsaas.visualstudio.com/join?1E20512DF5B005BBEF835067EF0954C9E30D>