

Project Log #4

February 2nd, 2022

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Jasmine C	Continue work on the WFC script. We should have a working model very soon. Now that we have a helper function that is able to dump the contents of the room matrix, it's easy to test if everything is working as it should. The next step will be to create a tile painting script (to physically place tiles) and make more complex rules.
Maddox P	WFC script is mostly done, and produces data that is easily pastable into excel. The loop for the generation just needs to be finished and then tile painting is ready to be made.

What are the risks to address for successful project completion?

- Right now, we are making steady progress on our WFC algorithm. The main concern I have is creating specific enough rules so that the rooms are actually fun to play, and not just random messes of tiles.

How can we address them?

- Getting the base rules set up first is most important with the main generation, then complex rules are the next step.

<https://prod.liveshare.vsengsaas.visualstudio.com/join?5333CCA64C198E6FE57046C593D5742D5F6E>