Project Log #1

January 26th, 2022

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Jasmine C	Will confirm data structures and begin writing the WFC script. Rework old coding structure. The logic is relatively sound, but there is implementation we need to work on.
Maddox P	Absent but worked to confirm the data structures and finish planning the WFC script rework.

What are the risks to address for successful project completion?

- Making sure we don't fall into a rat hole
- Watching to make sure our data structures stay reasonable
- Making sure performance of the project stays reasonable
- We already fell into one rat hole, which was starting the actual code before planning out the data structures. This left us with an inefficient algorithm and many unnecessary data structures.

How can we address them?

- Sticking to the original data structures once they are confirmed
- Instead of jumping straight into the project, we are going to take the time to build a UML diagram and comment out our entire algorithm before coding. That way we know the big picture and how the major components work before we start coding.

https://prod.liveshare.vsengsaas.visualstudio.com/join?5DBC21D66B0EC0ED741141FD3A273245120A