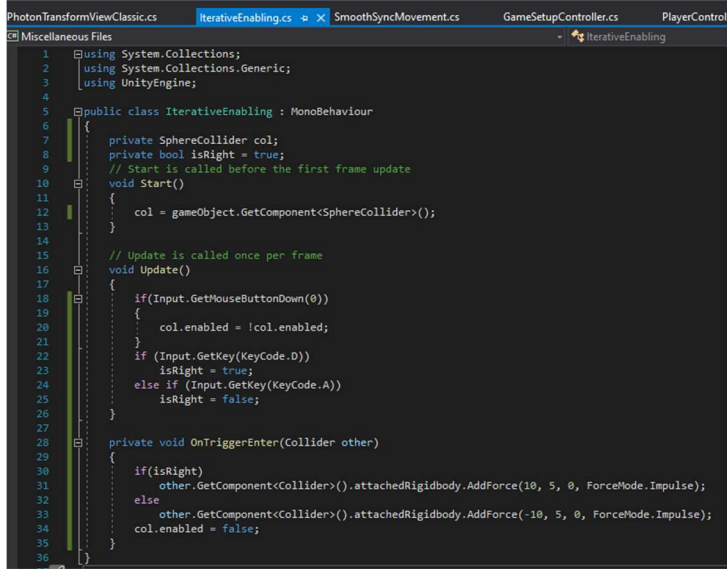
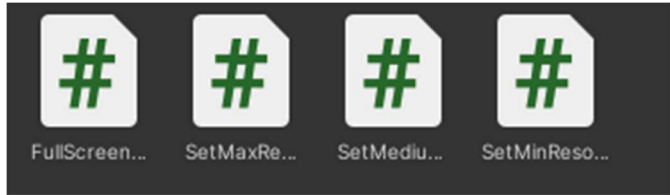


Progress Report: CPI 441 Gaming Capstone

| | |
|--|--|
| Name | Jacob Hreshchyshyn |
| Group Name | Team Royale (Group 2) |
| Date | 2/22/2022-3/15/2022 (2 weeks excluding Spring Break) |
| Hours & List of Tasks | <p>12 hours</p> <ul style="list-style-type: none"> Weekly meeting on Tuesday (2.5 x 2 = 5 hours) Added functionality to resolution menu options (2 hours) Find and send appropriate AWS account information to team member to assist in setting up web server (2 hour) Develop rudimentary punching functionality (3 hours) |
| New items In 2 weeks | Rudimentary punching feature, resolution option functionality, full screen functionality |
| Item Description (Select major achievements in 2 weeks) | <p>The following screenshot demonstrates the script used to implement the rudimentary punching functionality, which will later be adapted for Photon to work over the network.</p>  <p>Added several resolution scripts and linked it to existing options menu to allow players to change the screen size and quality of the game.</p>  |