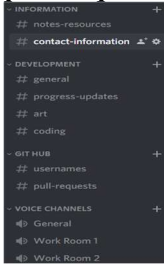


# Progress Report: CPI 441 Gaming Capstone

<b>Name</b>	<b>Jacob Hreshchyshyn</b>
<b>Group Name</b>	<b>Team Royale (Group 2)</b>
<b>Date</b>	<b>1/11/2022-1/25/2022 (2 weeks)</b>
<b>Hours &amp; List of Tasks</b>	<p><b>12 hours</b></p> <ul style="list-style-type: none"> <li>Weekly meeting on Tuesday (2.5 x 2 = 5 hours)</li> <li>Research Games From Feedback, e.g. Worms Rumble (1.5 hours)</li> <li>Set up Unity Work Environment (1 hour)</li> <li>Upload presentation feedback in Google Shared Drive (1.5 hours)</li> <li>Add Discord server channels to reduce clutter (1 hours)</li> <li>Develop .gitignore file to mitigate merge conflicts (2 hours)</li> </ul>
<b>New items In 2 weeks</b>	Working Unity Environment, .gitignore file, Presentation Feedback document, Discord Channels
<b>Item Description (Select major achievements in 2 weeks)</b>	<p>The following is a screenshot of my reorganization to our team's Discord server. Aside from adding the Information, Development, and Git Hub categories, I also added the notes-resources, contact-information, usernames, pull-requests, Work Room 1, and Work Room 2 channels.</p>  <p>Linked <a href="#">here</a> is a google document designed to consolidate feedback received from our first project design presentation. It also contains reflections to certain pieces of feedback.</p> <p>Game Design suggestions:</p> <p>Contributed in developing a .gitignore file to assist in mitigating source control issues when collaboratively developing in Unity.</p> 