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| **Name** | **Jacob Hreshchyshyn** |
| **Group Name** | **Team Royale (Group 2)** |
| **Date** | **1/25/2022-2/8/2022 (2 weeks)** |
| **Hours**  **&**  **List of Tasks** | **12 hours** |
| * Weekly meeting on Monday (1 x 2 = 2 hours) * Migrate Trello board to Slack so Yoshi can view it (1 hour) * Research MLAPI and Mirror networking (1.5 hours) * Create a decision matrix for API framework options (1 hour) * Create a decision matrix for DB framework (1 hour) * Update DB decision matrix (1 hour) * Develop model of main stage in Unity scene (4.5 hours) |
| **New items**  **In 2 weeks** | Decision matrices for APIs and DBs, New Asset pack, Terrain for Staging Main Level, Script for Manipulating Skybox Material |
| **Item Description**  **(Select major achievements in 2 weeks)** | **The major achievements I made in these 2 weeks relate to the development of the stage layout. This involved the incorporation of thematic assets to make an appealing skybox material that moves as well as the development of terrain that acts as a sandbox for future kitbashing.** |