

# Weekly Reports

## Week 1

My Biggest challenge for this week was coming back to working with the AI for our game. Although I had been working on the game over the holiday, I hadn't touched the AI for the game. This meant that I had to spend a lot of time re-reading the code for the AI and remembering how the AI controller blueprint linked to the behaviour tree and blackboard, this was in no small part down to the lack of comments in my code. To prevent this happening in the future I will comment all my code as I'm working on it, rather than afterwards.

## Week 2

I spent this week trying to get my head around creating MUDs and SUDs. I haven't done any network programming before, so getting my head around socket programming and linking that to a MUD dungeon has been quite a challenge. It's been quite a while since I've used C#, so I also have had to spend time getting my head around the language again. Although Gareth has given us code to look at to help us acclimatise. To overcome this, I have been putting more of my time learning this, as I feel like it will be a major part of future assignments.

## Week 3

We had some problems within our team this week. We've had a few team members say that they can't work in the studio with the rest of the team because they don't have to monitors in the studio. Although it will slow them down, it doesn't mean that they can't work at all. In many cases it slowed other team member's work. Although we have spoken to the specific team members about this they refuse to come in to the studio to work and have little to no work to show from home. This is having a huge effect on the team's morale, and I don't think we will be able to resolve it for the end of this week.

## Week 4

As predicted the biggest issue this week was still the group members refusing to come in to work. Although there seems to be some progress in terms of getting them to come in to the studio, all group work has effectively ground to a halt, as we are waiting on work from the group members and have done most other work that doesn't require them. A bright side to this is that it has allowed me to work on other modules more, which should take the pressure of them for a little while. I spent a lot of my time this week working on the business presentation, and it has helped me get a bit of a head start on other people.

### **Week 5**

This week we did the peer review for comp260. This was a stressful week as my project wasn't ready for the review. I had to put a lot of time into getting it ready for submitting to the review. Although I did manage to get a working copy submitted, I was burnt out by the weekend. I had spent so much time working on this hand-in that I had spent very little time on any other project. I will have to spend more time on the other projects next week to balance this out. This isn't too bad as next week is supervised studio week, so I will have a lot of free time work on any projects.

### **Week 6**

Week 6 was completely dedicated to group project work. Luckily, we had managed to convince all group members to come in for this week, so as a result of this we managed to get a lot of work done. However, because the team got so stuck in to working on the game, I actually got far less time than I had planned for to work on other projects, so they are still lacking. I will be creating a timetable, in order to keep track of what I'm working on, and to allow for a better balance between time spent on each project.

### **Week 7**

Business case presentations hand-in was this week. It's been quite stressful as I've had to put most of my time into getting it finished off. Although the timetable I mentioned last week has helped, I have had to spend time allocated as free time to work on it. I often had to work late into the night/early morning to catch up on other work. I feel like this is getting increasingly bad for my health. To overcome this, I will make sure I am following the timetable properly and will value my free time as time to rest and recover.

### **Week 8**

This week we have been doing databases for MUDs in networking, and I've been finding it quite hard. I'm feel like this is my weakest module, and as such I'm finding it hard to get my head around how things work. I feel like the best way to overcome this is to do some extra reading into the topic over the Easter break, ready for actual production to start. I will try to spend a little more time on this module in order to balance out the work I can do on all modules.

## **Week 9**

During this week there has been a burst of life on the group game. Everyone seems to be working a little harder on the game and it seems to be having a pretty good outcome. I haven't actually had a problem with balancing work between modules this week either, which is an unusual but welcome change. I think the hardest part about this week has actually been keeping up with all the changes that have happened to the game, and keeping up with the amount of work that needs doing for other people in the game. I feel like we should have delegated the work more between the programmers. We have talked about it and agreed to split the work more evenly between the three of us.

## **Week 10**

The hardest part of this week has been learning how to work with digital ocean servers. This has been quite a steep learning curve as I have never worked with linux before. I have struggled to set up a VM in order to export my project for linux. This means that progress has been super slow for this, and almost all my time for this project has been put into this. I have been following a lot of tutorials, however, none of them seem to be working. I feel like not having a laptop has meant that I can't really work on this project even nearly as effectively. I will continue to use tutorials to try and help me set up my VM but also spent slightly more time working on the actual MUD, which has fallen behind as a result of the VM.

## **Week 11**

I really enjoyed the guest lectures this week for the comp250 session. It helped get a better understanding of AI programming in a more broad basis. However, I'm still really struggling with the comp 260 assignment, not much is going my way, the VM still won't work properly, although I have managed to get Mono Develop working properly on it. So there at least I can build my project out, I just don't really know how I'd be able to pass that back through to my window operating system as the shared filesystem still isn't working. I feel like the university should have VMs set up in the studio for those that don't have a laptop, as I can't get Gareth to help properly as I can't bring my desktop in. this seems like a major flaw in the module. I will have to continue using tutorials from home to try and sort this out.

## **Week 12**

I have been focusing entirely on the networking hand in this week. Although I have made a lot of progress in terms of the server itself, I haven't been able sort the VM out properly. I still need fix a few bugs, add proper encryption for the users of the MUD and thoroughly comment my code, but after that I feel like the server is in a pretty good place. I will continue to put all my effort into this assignment for this week, and until hand-in.