Individual Weekly Report for Jasper Yeung

A Virtual Tabletop for Game Masters to Create Immersive Experiences

July 5, 2025

# Accomplishments

* Completed Design Specification Draft
* Completed a Class Diagram
* Completed a Component Diagram of the Project’s System Architecture
* Completed Tools Research
* Learning to use New Tools

# Weekly Activities

| Activity / Task / Work | Hours | Status |
| --- | --- | --- |
| Design Specification Draft | 6 | Complete |
| Class Diagram | 2 | Complete |
| Component Diagram | 2 | Complete |
| Tools Research | 2 | Complete |
| Meeting | 2.5 | Complete |
| Revise Week 1 Status Report | 0.5 | Complete |
| Complete Week 2 Status Report | 1 | Complete |
| Learning New Tools | 2 | In progress |
| **Weekly Total** | **18** |  |
| Previous Weekly Cumulative Total (Carry Over) | 20 |
| **Current Cumulative Total** | **38** |

# Plans for Next Week

| Activity / Task / Work | Est Hours |
| --- | --- |
| Learning New Tools | 2 |
| Complete Week 3 Status Report | 1 |
| Complete Showcase Slide | 2 |
| Meeting | 2.5 |
| Instructor Meeting | 1 |
| Start Capstone Contract Draft | 4 |
| Revise Design Specification | 2 |
| Implement Battle Map | 5.5 |

# Response to Feedback

I received feedback about my status report from Professor Oliver to delete unused rows in the weekly activities table and put the Speed Dating activity in the meetings section.

Thank you for that feedback. I believe I overlooked deleting the unused rows which was unprofessional and didn’t realize that the activity was meant to go into the *Meetings* section. This will help make my future status reports more professional and complete.

# Other Reflections

The work this week was extremely important in helping me achieve the goals of the project. Drafting the design specification made me more deeply contemplate my testing plans, system architecture, and metrics. For the testing plans, I had a vague idea about what tests I would have but during the process of drafting, I separated them into unit, integration, system, and usability testing phases which would help find issues throughout development. The system architecture was just a vague idea in my head that was not written down before the drafting process. When I was creating the diagrams, new classes and components came up that I didn’t originally think of which were crucial in the system architecture. In regard to metrics, I have not had experience with using metrics before so having to research metrics that would be useful to me took some time.

Performing tools research and learning those new tools also contributed to the project goals. In the tools research I found TypeScript which is known as a more object-oriented version of JavaScript. Originally I was going to use normal JavaScript but learning about TypeScript gave me a much more effective tool to use for a class-based project that I am developing. I also researched front-end frameworks which will significantly boost the speed of development and make the web page look modern. There are many frameworks out there but since React is very popular and often used in many front-end jobs, I will learn React first and may use additional frameworks as they come up during development.

# Comments, Issues, Notes, Anything Else?

Are there any specific questions and information we need to acquire from stakeholders?

# Evidence of Work

**Design Specification Draft**

The design specification document outlines the basic information of the project, resources it will use, schedule, and the detailed specifications including architecture, testing, and metrics. The document includes the class and component diagrams recorded in this status report. The document is currently in the drafting process waiting for feedback.

A group of papers with text

AI-generated content may be incorrect.

**Week 1 Status Report Revision**

The week 1 status report has been revised with a previously missing *Meetings* section and removing empty rows from the weekly activities table.

A close-up of a paper

AI-generated content may be incorrect.

**Tools Learning Notes**

The tools learning notes are the basic information necessary for me to start implementing the project using TypeScript as well as basic commands to utilize Git for version control. The document will be expanded as new tools and skills are needed.

**A group of papers with text

AI-generated content may be incorrect.**