Individual Weekly Report for Jasper Yeung

A Virtual Tabletop for Game Masters to Create Immersive Experience

July 26, 2025

# Accomplishments

* Created mockups of the battle map, roleplaying scenes, and various sidebar menus to better elicit feedback and show the final goal of the project.
* Created and presented the showcase two slides to show to the professor and peers of the current progress of the project and ask for feedback.
* Completed two career activities to prepare for my future career by learning about references/letters of recommendations and brainstorming questions to ask in interviews.
* Revised the design specifications document to better reflect the current state of the project and incorporate feedback from the expert.
* Completed the capstone contract draft to explain the project and provide my understanding and signature of the requirements of the capstone.
* Continuing to implement Battle Maps and Tokens by completing the grid line drawing and the token resizing based on the grid.

# Weekly Activities

| Activity / Task / Work | Hours | Status |
| --- | --- | --- |
| Create Mockups | 3 | Complete |
| Create Showcase 2 Slides | 1 | Complete |
| Meeting | 2.5 | Complete |
| Week 5 Status Report | 1.5 | Complete |
| Complete 2 Career Activities | 1 | Complete |
| Battle Map and Token Implementation | 9.5 | In progress |
| Capstone Contract Draft | 1.5 | Complete |
| Design Specification Revision | 1 | Complete |
| **Weekly Total** | **21** |  |
| Previous Weekly Cumulative Total (Carry Over) | 83 |
| **Current Cumulative Total** | **104** |

# Plans for Next Week

| Activity / Task / Work | Est Hours |
| --- | --- |
| Battle Map and Token Implementation | 19.75 |
| Instructor Meeting | 0.25 |

# Response to Feedback

**Professor Dawn-Marie Oliver:** Red colors usually indicate stop in a user interface.

Yes, I also agree with that feedback. I did not think of a color that would contrast well with the black background while also being an intuitive and good-looking color for an active button. I will change the button color in the mockup.

**BJ:** Are you considering sockets for other players to interact with the web application?

Great idea BJ and one which I also thought about. I would like to add this but considering development priorities, I do not believe socket implementation will be able to be added within the time frame of the capstone project.

**Agampreet:** Are the shape (circle) and grid colors always going to be red? What about for different map images?

Yes, I totally agree with your feedback that it shouldn’t always be red. I just implemented them as red for now because I want to focus on other features and requirements first since I believe adding color customization would be relatively easy.

# Other Reflections

The work done this week has been greatly contributing to the completion of the project. This week did not allocate as much time to project implementation as the previous week and focused on required capstone deliverables including the showcase slides, career activities, design specifications document, and capstone contract. The mockups were also made because of the expert’s recommendations made in the previous week.

However, the project implementation is still being worked on. The token resizing and grid drawing are complete and seem to work without issues. What will be implemented next week will be snapping tokens to the grid while accounting for different sizes and resizing the area of affect shapes. Further features will also be worked on if these features are completed before next week.

One change that I have felt since last week was how much more familiar, I was with using Fabric.js as a tool. The previous weeks I would have to look at a lot of tutorials and still be confused on what to do and why things did not work. But now, I don’t have to look up as many documentations and tutorials and are running into problems that require more unique solutions that build off those tutorials. For example, the current feature I’m working on the token snapping is being built on centering and border snapping tutorials. However, those solutions don’t work for a grid that a user can define with different sizes and with objects that must snap based on their center instead of corner. Now it is more a matter of thinking of a solution using known properties and methods rather than needing to find those properties and methods.

This week has made me realize again how optimistic my original schedule was in terms of implementation. The battle map is making good progress but still not enough to unit test adequately. But I still believe the current pace of the project will still yield a good minimum viable product at the end.

# Comments, Issues, Notes, Anything Else?

N/A

# Evidence of Work

**Interview Question Career Activity**

The table below is a part of the document submitted to the Interview Question Career Activity. In this document, it contains original questions I have brainstormed to ask potential employers during the interview process. I have also identified the possible roles the interviewer may have in order to ask each question. These questions range from asking about the working environment, the software development tools and techniques they use, and goals the company or team has.

A white sheet of paper with black text

AI-generated content may be incorrect.

**Self-assign Career Center Activity**

The following is a document that contains my reflection from the Self-assign Career Center Activities. In this activity I chose the references and letters of recommendation area and visited the career center page to write my reflection.

**A screenshot of a computer

AI-generated content may be incorrect.**

**Capstone Contract Draft**

The capstone contract draft adapts much of the content of the design specification document into a format that fits the capstone contract. Explanations of the project and lists of competencies and tools were written as well as providing my review and signature of what is required of the capstone project.

A screenshot of a computer

AI-generated content may be incorrect.

**Design Specification Final Draft**

The design specification has been updated to better reflect the current state of the project. New subheadings were added as required to better organize the document. Some sections in the original draft were modified to fit into this new format such as the results and competencies being more distinctly separated. Other changes include the addition of new software tools of Fabric.js and Jest as well as changing the testing plans to include the Jest testing framework and updating system testing to functional testing as suggested by the expert.

**A screenshot of a computer

AI-generated content may be incorrect.**

**User Interface Mockups**

I created three user interface mockups of what the project should look like to a user. The mockups show the battle map, roleplaying scene, and sidebar menus. Each mockup has some notes for more explanations of some design choices. It should be kept in mind that these mockups reflect the ideal final product with every feature implemented which may not be the case for the minimum viable product.

A screenshot of a phone

AI-generated content may be incorrect.

Screens screenshot of a video game

AI-generated content may be incorrect.

A screenshot of a white board

AI-generated content may be incorrect.