# Individual Weekly Report for Jasper Yeung

### A Virtual Tabletop for Game Masters to Create Immersive Experiences 6/28/2025

## Accomplishments

* Attended in-person meetings to understand the individual capstone project schedule, required documentation, and resources to use.
* Created a SRS document with functional and non-functional requirements categorized in features to be implemented.
* Began researching tools to implement a web app project that allows saving user progress in a file.
* Began drafting the design specification document.

## Weekly Activities

|  |  |  |
| --- | --- | --- |
| **Activity / Task / Work** | **Hours** | **Status** |
| Meetings | 5 | Complete |
| SRS Document | 6 | Complete |
| Domain Diagram | 5 | Complete |
| Tools Research | 1 | In-Progress |
| Design Specification Draft | 2 | In-Progress |
| Week 1 Status Report | 1 | Complete |
| **Weekly Total** | **20** |  |
| Previous Weekly Cumulative Total (Carry Over) | 0 |  |
| **Current Cumulative Total** | **20** |  |

*Note Weekly Total and Cumulative Total fields are formulas. You will need to select and “Update Field” to update values.*

## Plans for Next Week

|  |  |
| --- | --- |
| **Activity / Task / Work** | **Est Hours** |
| Design Specification Draft | 6 |
| Class Diagram | 5 |
| System Architecture Diagram | 5 |
| Tools Research | 4 |

## Response to Feedback

BJ, Abhi: How are you going to make the project work with multiple TTRPG systems  
while providing useful features?

Good point, this project will utilize a modular system where new systems can be created from a  
base TTRPG class where each system can have its own features that will use other  
similar classes to function.

This feedback is useful for the development of the project because having both goals of useful  
features and a maintainable system supporting multiple TTRPG systems is a difficult goal to  
accomplish without well planned software architecture. This feedback further reinforces the  
importance of designing the system architecture well to accomplish these goals.

## Other Reflections

The work done over this week has been useful in achieving the overall goals of the project. Because the project is in the design stage, the activities for this week contribute to the framing of what needs to be considered in the project and how these requirements and objects can be implemented. The domain diagram was created to begin framing the objects and features that should be considered in the project. The SRS document was created to outline the requirements that will be accomplished during the development of the project and organize them in features.

The tools research and design specifications are in progress currently. The SRS document in particular will drastically help aid the tools’ research since features and functional requirements have been established, tools narrowed down during research to implement those features and requirements. The design specification is aided by the creation of the SRS document because goals of the project were formally defined, and a better schedule could be made based on features that need to be developed.

## Comments, Issues, Notes, Anything Else?

No questions or issues so far.

## Evidence of Work

**SRS Document**

The SRS document contains the functional and non-functional requirements. Functional requirements are organized in features they are implemented in while non-functional requirements are in categories of performance and software quality attributes. Along with requirements, the features contain a description and development priority.

**A group of papers with text

AI-generated content may be incorrect.**

**Domain Diagram**

The domain diagram is a UML diagram of aggregation, composition, generalization, and association between objects that are related to tabletop role-playing games and virtual tabletops. The diagram will help developers with designing a system architecture and class structure to accomplish a maintainable, modular, and feature-rich project.

A diagram of a virtual tabchop

AI-generated content may be incorrect.

# Interaction Report

Interaction Type: Peer

Interaction Date: 6/23/25

Attendees: BJ, Abhi, Jacob

## Summary of Interaction

This meeting had everyone participate in the “Speed Dating” activity where everyone explained their project proposal to their peers for feedback. BJ shared his project for helping small business owners navigate business laws and legal documents. Abhi shared his project for a calorie tracker mobile app. I presented my own project of a virtual tabletop web application to manage TTRPG games.

One piece of feedback I received was asking how I would design a system that supports multiple TTRPG systems while also getting useful features that are not general. I explained that I was thinking of a class-based approach with TTRPG systems having their own classes under a parent TTRPG class which each would have their own list of features. In saying that, Jacob asked whether I was thinking of a modular approach to the software architecture which I agreed with.

Furthermore, one piece of feedback I gave was asking Ahbi Kota whether his calorie tracker  
app would use a database for nutrition information of products. He explained that it will use  
an AI to scan a nutrition label to extract the nutrition information.

## Action Items

* Create a Class Diagram
* Create a Component Diagram for the System Architecture
* Solidify the Goals of the Project

## Reflection on the Interaction

This Speed Dating activity told me that I need a significant amount of background information to be told to the audience for them to understand my project. Compared to other projects of my peers, my project is very domain specific that is not common knowledge. As such, in future presentations, I will likely need additional time allocated to giving background information.

Furthermore, the meeting reinforced my belief that system architecture is extremely important to this project. As Jacob said the design is modular so that TTRPG exclusive features can be flexibly developed with preexisting components. This makes creating a class and component diagram extremely important for the audience to understand the system architecture of the project.