Monthly Report for CSE FYP/FYT

Project Code:		Supervisor(s):	D. C. G. HARVA
	AR3		Professor Sunil ARYA
Project Title:	A Turn Based Strategy Game Focusing on Management of Army Logistics		
Group Member(s) and	LEUNG, Ho Man Max (20611398)		
Student ID(s):	HUI, Nathan (20545563)		
	LO, Yuk Fai (20596237) WIRAWAN, Hubert (20560123)		
Reporting Period:		Oct	
Scan report and submit	Trop or to the	Nov	
via the FYPMS	Report #3		
Progress:	Game Implement	ntation:	
Trogress	- Pathfinding		
List the work completed in	 Basic structure UI Implementation: Functional main menu Continual creation of small test game for testing multiplayer 		
this reporting period.			
Identify the major			
difficulties encountered. Comment on the overall	3. Continual creation of small test game for testing manapayer		
progress.	Overall progress is progressing on schedule.		
progressi			
Future Plan:	Look for suitable assets on Unity Store		
rutule rian.	2. Finish implementation in Unity		
Write down the working	3. Continue researching AI systems		
plan	4. Implement multiplayer systems using Unity Multiplayer		
	Networking API (MLAPI) in test game.		
Supervisor's	Please give a demo next time.		
Comments:			
	(please circle)		(letter grade)
Supervisor's Overall Evaluation:	(please circle) F D C- C C+ B- B B+ A- A A+		
Overall Evaluation.			
Meeting	21st October, 2021		
Date & Time:		0	
Group Representative's		Supervisor's Signature:	Sunt Anya
Signature:	16	Signature.	J 00/1-