

Development Log

Weekly Schedule

- **Monday:** 2-4:30 pm =(2.5 hours)
- **Wednesday-Thursday:** 2-5 pm= (6 hours)
- **Sunday:** 1-3 pm and 5-7 pm =(4 hours)

Total Hours per Week: 12.5

Duration: 9 weeks

Total Project Hours Estimation : 112.5 hours

Actual Total Project Hours: 303.0 Hours

Project Schedule

Week 1:

- *Finalize designs for mobs and items.*
- *Begin artwork for mobs and items.*
- *Aim to complete artwork and designs.*

Week 2:

- *Get familiar with Terraria and Tmodloader code.*
- *Start converting concept art into the game.*

Week 3:

- *Implement items and their effects.*

Week 4:

- *Finalize items.*
- *Begin work on non-boss mobs.*

Week 5:

- *Finalize non-boss mobs.*
- *Start developing boss characters.*

Week 6:

- *Continue boss development.*

Week 7:

- *Finalize bosses.*

Week 8:

- *Conduct testing.*

Week 9:

- *Finalize the project.*
- *Prepare the presentation.*

Brainstorm - Project Ideas

- 1. Blog Site*
- 2. Johnathan's Therapy Website*
- 3. Personal Resume Website: A site that simplifies resume building by asking prompts and organizing inputs into a professional format. Offers multiple templates and rephrases inputs to sound more professional.*
- 4. Game Development: Create or mod an existing game. Consider a JRPG similar to early Final Fantasy or Octopath Traveler, focusing on loot and roguelike elements.*
- 5. Modding Existing Games: Enhance current games by adding mechanics or changing core aspects, without requiring a full expansion.*
- 6. Therapy Office Website: Securely store medical records and payments. Include scheduled appointments and a user-friendly interface.*

Capstone Project Ideas

- 1. MP3 to text converter for studying.*
- 2. Voice assistant for home automation.*
- 3. Custom voice AI assistant with a personalized wake phrase.*
- 4. Full-stack website development.*
- 5. Custom bootable operating system.*

Terraria Modding Plan

Goal: *Add content to Terraria to provide new player options.*

To Do:

- Design mobs, items, and their sounds.*
- Get familiar with Terraria's coding.*
- Finalize designs.*
- Begin coding.*
- Conduct playtesting.*

Vision:

Create a bonus boss themed around higher education, dropping unique loot and materials for new gear. Enemy mobs will drop materials to craft the boss summon item. The boss, "XamLord," will drop special weapons, mounts, and accessories.

Conclusion:**Citations**

RiptideStudio. "RiptideMod/README.Md at Main · RiptideStudio/Riptidemod." GitHub, github.com/RiptideStudio/RiptideMod/blob/main/README.md. Accessed 5 June 2024.

CalamityTeam. "CalamityTeam/Calamitymodpublic: Public Mirror of the Latest Official Release of the Calamity Mod." GitHub, github.com/CalamityTeam/CalamityModPublic. Accessed 5 June 2024.

tModLoader. "Basic NPC Drops and Loot 1.4." GitHub, github.com/tModLoader/tModLoader/wiki/Basic-NPC-Drops-and-Loot-1.4. Accessed 5 June 2024.

Blushiemagic Retinazer tModLoader, et al. "Tapi - [Tutorial] Custom Bosses - NPC AI and Server Syncing." Terraria Community Forums, 17 Feb. 2015, forums.terraria.org/index.php?threads%2Ftutorial-custom-bosses-npc-ai-and-server-syncing.10474%2F.