

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:

We set out to add custom content that is themed around college life. Originally we had planned for a little more extra content after the player reaches the later half of the game. It is content that we had to take out in order to make sure we achieve our goals and complete the project in our planned time. We initially plan to complete the project at the end of the 9 weeks. After all the time we spent and put into the project, we finished everything we wanted to do. We successfully added items, and monsters into the game. In hindsight it was an interesting experience as we both dive into a consistent development schedule and a professional working relationship.

Citations

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