Project Progress Report 1 : DeuxExamMod
Date: 04/26/2024

Team Members:
- Khai
- John

- Ongoing Tasks:

  Animation and Programming:

   - Currently working on animating and programming the behaviors, actions, and attributes for for our final boss

- Challenges: just animation and sizing again

  - Difficulties in the animation and programming of complex AI behaviors which require precise coding to mimic intended actions and interactions in the game.

  - Ensuring stability and compatibility of new code with existing game systems.

Next Steps:
Finishing up code for final boss

Additional Notes:

- Regular team meetings are scheduled to monitor progress and address any immediate technical issues.
- Continuous testing is planned throughout the development process to ensure a high-quality final product.
- We are currently hitting a wall with the AI coding for the mobs. Able to get them in but now able to get them to do what we want. That is one of the things we are currently trying to push through.

Project Progress Report 2 : DeuxExamMod
Date: 05/03/2024

Team Members:
- Khai
- John

- Ongoing Tasks:

  Animation and Programming:

   - Currently working on animating and programming the behaviors, actions, and attributes for for our final boss

- Challenges: just animation and sizing again

  - Difficulties in the animation and programming of complex AI behaviors which require precise coding to mimic intended actions and interactions in the game.

  - Ensuring stability and compatibility of new code with existing game systems.

Next Steps:
Finishing up code for final boss

Additional Notes:

- Regular team meetings are scheduled to monitor progress and address any immediate technical issues.
- Continuous testing is planned throughout the development process to ensure a high-quality final product.
- We are currently hitting a wall with the AI coding for the mobs. Able to get them in but now able to get them to do what we want. That is one of the things we are currently trying to push through.

Project Progress Report 3 : DeuxExamMod
Date: 05/10/2024

Team Members:
- Khai
- John

- Ongoing Tasks:

  Animation and Programming:

   - Currently working on animating and programming the behaviors, actions, and attributes for for our final boss

- Challenges: just animation and sizing again

  - Difficulties in the animation and programming of complex AI behaviors which require precise coding to mimic intended actions and interactions in the game.

  - Ensuring stability and compatibility of new code with existing game systems.

Next Steps:
Finishing up code for final boss

Additional Notes:

- Regular team meetings are scheduled to monitor progress and address any immediate technical issues.
- Continuous testing is planned throughout the development process to ensure a high-quality final product.
- We are currently hitting a wall with the AI coding for the mobs. Able to get them in but now able to get them to do what we want. That is one of the things we are currently trying to push through.

Project Progress Report 4 : DeuxExamMod
Date: 05/17/2024

Team Members:

- Khai
- John

- Ongoing Tasks:

 Animation and Programming:
Programming for final boss BEhavior being finalized
As Well as working on single shot projectile for ebooks
Laser eyes as well for XamLord And Aswell As not adding hands

- Challenges:

Was the auto summon Item But was Able to debug and Fix

  - Difficulties in the animation and programming of complex AI behaviors which require precise coding to mimic intended actions and interactions in the game.

  - Ensuring stability and compatibility of new code with existing game systems.

Next Steps:
Finishing up code for final boss and complete next starting on final p[resation and Balancing gameplay

Additional Notes:

- Regular team meetings are scheduled to monitor progress and address any immediate technical issues.
- Continuous testing is planned throughout the development process to ensure a high-quality final product.
- We are currently hitting a wall with the AI coding for the mobs. Able to get them in but now able to get them to do what we want. That is one of the things we are currently trying to push through.

Project Progress Report 5 : DeuxExamMod
Date: 05/24/2024

Team Members:
- Khai
- John

- Ongoing Tasks:

Currently the following ebooks animation was not loading correctly when sinking frames but later on in the week we were able to fix this and we had decided to just do minimal animation for college Chad

- Challenges: just animation and sizing again He had tried finding recommendation videos to help our errors and online forms but in the end it was kind of more of a guessing game within the frame's number rate to find the perfect ratio in order to load it in the way that we were wanting it to

Next Steps:

Finishing up drop rates for final boss and enemies and mobs alike for our custom models

Additional Notes:

- Regular team meetings are scheduled to monitor progress and address any immediate technical issues.
- Continuous testing is planned throughout the development process to ensure a high-quality final product.
- We are currently hitting a wall with the AI coding for the mobs. Able to get them in but now able to get them to do what we want. That is one of the things we are currently trying to push through.

Project Progress Report 6 : DeuxExamMod
Date: 05/31/2024

Team Members:
- Khai
- John

- Ongoing Tasks:

Currently was working on adding the additional 50% or 30% and 70% drop rates for following items that rotate on enemies only spawning one item on a Time Each time that is killed it changes the chance and rolls a different possible Loot drop

- Challenges: following challenges were that when when programming the custom Loop drops is that there are two different methods that weren't loading correctly and not as efficient so we had to troubleshoot in order to get that we ended up fixing those following problems

Next Steps:
Finishing up code for final boss Well for our enemies we are pretty much about completed and now we will start on the presentation and the final run-through and Publishing and finalizing all code through our GitHub repo to make sure it is ready to export for the final presentation day as long side logging all of our info and making notes correctly

Additional Notes:

- Regular team meetings are scheduled to monitor progress and address any immediate technical issues.
- Continuous testing is planned throughout the development process to ensure a high-quality final product.
- We are currently hitting a wall with the AI coding for the mobs. Able to get them in but now able to get them to do what we want. That is one of the things we are currently trying to push through.

Project Progress Report 7: DeuxExamMod
Date:06/07/2024

Team Members:
- **Khai**
- **John**

Ongoing Tasks:
We are currently working on a potential add-on for our project, which involves creating custom voice or sound options for NPC chargers. This feature is nearing completion, and most of the core code has already been developed. Our focus is on integrating the MP3 files seamlessly into the existing framework, ensuring that the custom sounds function as intended during gameplay.

Challenges:
One of the main challenges we are facing is getting the MP3 files to work correctly with the following code. Specifically, we are encountering issues with file compatibility and ensuring the sounds are triggered appropriately by the NPCs.
- Ensuring correct namespace usage
- Proper file pathing and integration into the current codebase
- Debugging and resolving any errors related to sound playback

Next Steps:
1. Finalizing the organization of the last parts of the code.
2. Ensuring all project materials are compiled and ready for presentation.
3. Conducting thorough testing to confirm that the custom sounds load and function correctly.
4. Preparing our presentation to showcase the completed project and its features.

Additional Notes:

We are in the final stages of the project, focusing on tying up any loose ends and ensuring everything runs smoothly. Our priority is to successfully load all elements and confirm their functionality before the presentation. We will continue to collaborate closely to troubleshoot any remaining issues and make any necessary adjustments to the code.