

# Report for Week #2

Echoes of Time

Group: 4

Date: Jan 27, 2025

Location: Engineering Building

Present participants: Tyler Bryant (Presenter), Wil Johnson (Manager), Skyler Guard (Reporter), Yahir Espinoza (Quality Assurance)

Missing participants: None

Project repo: <https://github.com/NoomMiner/Echoes-of-Time>

Additional online meeting Feb 02, 2025 (same participants)

NOTE: Jan/27 meeting was very shortly after our previous meeting, so this report will concern work done/to be done as of February second

## 1. Activity Summary

(Note: supporting documentation 'missing' since the interviews weren't documented on GitHub, tasks will be represented as issues in the future. However, the results are captured in Deliverable 2: Inception)

All:

- Worked together on Value Proposition, Customer Segment, and Interview Questions during Jan/27 meeting.

Wil:

- Conducted/analyzed 1 interview
- Worked on developing the story

Yahir:

- Conducted/analyzed 2 interviews
- Learned more about GoDot
  - Tried working with implementing a 2-D plane on GoDot, working on adding an open source asset

Skyler:

- Conducted/analyzed 1 interview
- Learned more about GoDot

Tyler:

- Conducted/analyzed 2 interviews
- Installed Godot

## **2. Retrospective**

1. Appreciations: Skyler did a good job of keeping track of the documents and making sure everyone had access to them. Tyler was able to help people struggling with GitHub and markdown.
2. Successes: We all completed the interviews and worked on the worksheets together
3. Failures: We could have worked on things more consistently, and arranged a concluding meet-up earlier in the week.
4. Barriers: Time management and conflicting schedules. We did manage however.
5. What we should try next time: We should try to spread out the work across the week so we're not doing it all at once.

## **3. Next steps**

Wil:

- Continue to map out the story concept and discuss possibilities for the path of the game
- Work on art concepts

Yahir:

- Continue to work with GoDot and implement a moveable character with help from Skyler.

Skyler:

- Get more familiar with GoDot and work with Yahir to implement a moveable character.

Tyler:

- Work on art concepts, think about suitable music, get more familiar with Godot