

Report for Week #3

Echoes of Time (working title)

Group: 4

Date: February 3 2025

Location: Engineering building

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

Missing participants: None

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

1. Activity Summary

Wil:

- Worked on Story Concept
- Discussed story themes w/ group in meeting

Tyler:

- Discussed story themes w/ group in meeting
- Researched adding godot project files to GitHub
- Researched options for web hosting

Skyler:

- Worked through "Introduction", "Step-by-Step", and part of "Your first 2D game" tutorial sequence in the GoDot docs.
- Discussed story themes w/ group in meeting
- Worked on Deliverable 2
 - Started/Completed Section 1: Positioning
 - Started/Completed Section 2: Stakeholders
 - Worked on Section 7: User stories

Yahir:

- Worked with godot and figured out sprite animations for moveable character
- Discussed story themes w/ group in meeting

2. Retrospective

1. Appreciations: Yahir's been making great progress on implementing the game in GoDot. Tyler has been taking charge of markdown/GitHub converting work.
2. Successes: Reasonable progress has been made for both Echoes of Time (story/mechanics), and Deliverable 2.
3. Failures: We need to make sure progress on Deliverable 2 is documented in GitHub, with each person adding their own contribution.
4. Barriers: Mixed experience levels with GitHub and markdown.
5. What we should try next time: Prioritize logging/tracking work and to-dos on GitHub.

3. Next steps

Wil:

- Continue to flesh out the story w/ feedback
- Get familiar with godot

Tyler:

- Continue learning godot, get web server up and running

Skyler:

- Work on Echoes of Time in GoDot

Yahir:

- Continue to work with godot and create a prototype for game to present to group with focus on core mechanics