

Week: 2

Team: Nicolas Delgado

Progress Report

Task that have been completed:

- Basic Implementation on system class is down in the project.
- Implementation of the runtime module be created.
- Connect both the runtime and editor module together.

Task that are in progress:

- Fully Implement Damage Deal System
- Fully Implement the Stat System
- Fully Implement Effect System
- Design equation class within this project.

Things that I have learned over the week:

- How to get headers from one model to another.
- How to create the structure of a new module.
- How to implement dynamic cast on my project.

Problems I am facing during the week:

- Communicating with modules within the plugin.
- Designing how abilities will be calculated in the Damage system.
- Notifying systems what exactly is what when calculating them.

Task That Will be Next:

- Setup stat system and effect system so that all three systems can communicate with one another.
- Start Developing the equation classes.
- Start Creating the wrapper classes for the modules.
- Resource class needs to be implemented.
- Json file design needs to be sorted out.
- Designing the pattern to build the data sheets and the listing of any interaction happening between dataSheets.

