

Week: 3

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Progress Report

Task that have been completed:

- Implementing the equation class.
- Applying the equation class with the specified action class needed.
- Finish implementing the Effect system.
- Debug any errors from the done system classes.
- Start Developing the Resource manager.
- Design the json format file for action, statsheet object and equation class

Task that are in progress:

- Debugging Finished system classes.

Things that I have learned over the week:

- Unreal does have a RTTI section however this can only be accessed through derived unreal classes.
- Seems like C style casting should work.

Problems I am facing during the week:

- Major errors coming from both modules due to increased of implementations/
- RTTI does not work in Unreal.

Task That Will be Next:

- Start wrapping the classes to unrels UI.
- Integrate the classes to be derived with some of unrels engine classes .
- Create a notification/ observer method for the plugin.