Week: 1
Team: Nicolas Delgado

Progress Report

Task that have been completed:

- Created all the action classes needed.
- Created the custom debugger class.
- Created the primary data class

Task that are in progress:

- Implement the system classes shown from the UML.
- Start looking into communication with other modules.
- Finish developing the equation classes.
- Add the Runtime module for the plugin.

Things that I have learned over the week:

- Enums and enum class a very different.
- Creating a Category log in Unreal seems to have some problems.
- Object data class needs more tool methods to handle the actions and other data
    - Ex:
        - ❖ Swap Methods.
        - ❖ Check if that object is already contained.
        - ❖ Set element cap method.
- Make sure to create classes in the unreal EDI (Much safer).

Problems I am facing during the week:

- Designing the equation classes.
- Designing the resource and how the class will load the objects well.
- Learning how the UI works (Research on it).
- Knowing how to add a new module to the plugin.

Task That Will be Next:

- Implement the system classes
- Finish the design for the equation class and implement it.