

**Team Number:** 205-2

**Team Name:** Phat Data Squad

**Team Members:** Aidan Aarts, Alexandra Charland, Connor Duff, Jess Hamlin, Ryan William Coe

During this week's project demo and interview, the following subjects were discussed.

What features were completed?

In the project demo, the main things that were shown were a version of the application's main website, and two drafts for video games to be housed in the main website. The first game was a single player version of pong that was made using java and named *Pong Without Friends*. This game featured a movable paddle that could be used to manipulate a bouncing ball in two dimensions. The other game was made using OpenGL and featured a textured and lit scene of some trees in three dimensions. This game will eventually be a peaceful forest hiking simulator. The website consisted of all of the five planned games stylishly presented in a menu for users to select, as well as separate pages for each game linked to the main menu. The page for *Pong Without Friends* included relevant pictures, a summary, instructions on how to play, and a description of the goals, since this game was in such a playable state. As the other games were not in a state to have web pages created for them, they had placeholder pages instead. Also included in the website was a draft of our account management page. This was in a presentable state and ready to be linked to a database. The single player pong game also had a score feature that is primed to be linked to a database. Although we do not have a database yet, the demo had the beginnings of a sign in system and a high score system.

What worked during the demo?

The website worked well during the demo, and the navigation between pages went smoothly. Page transitions worked as intended, and the page for *Pong Without Friends* displayed information in a clean and understandable way. Speaking of *Pong Without Friends*, the demo of this game worked well with no flaws. The bouncing ball had correct collisions with the moving paddle and walls, and the score was kept accurately. For the three dimensional walking simulator, the demo scene was correctly lit and had accurate normals and texture mapping for all objects, as well as basic user control.

What issues were faced either during the development or during the demo?

During the development of *The Game Pod* so far, and in the demonstration of it, there have been no great issues, only minor problems. For the walking simulator game, creating normals for objects with smooth faces like cylinders and cones was difficult, and the lighting of these objects was not working for a while in development. Also during development of this application, finding time to allocate to making these games has been difficult, so project management had to be relied on heavily to maintain our schedule and stay on track.

What were the suggestions offered by the TA?

Suggestions for *The Game Pod* were very insightful. One suggestion was that we spend time linking our planned games into the website we have created to make sure that they can be played in a browser before spending too much time working on them. Some additional suggestions for the website included adding a leaderboard of high scores for each game for which users can view their individual rankings and scores, and hosting the website on a server such as Heroku where it could be viewed publicly.

Individual contributions by each team member

Aidan Aarts: Worked on black jack game.

Alexandra Charland: Built the base framework of the website with separate pages for each game to be developed.

Ryan William Coe: Coded pong without friends, and added game information to the pong website page.

Connor Duff: Developed Snake Game and added game information to its relevant page

Jess Hamlin: Made the demo of the three dimensional walking simulator game in OpenGL.