

# Adventure Around The World

Over Night Express

<https://github.com/Rcw5atHood/Senior-Project>

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## WEEK 13(May8- May 15)

### A. Weekly Accomplishments

Describe what task was completed and by whom. Complete sentences, paragraphs, and explanations are required. In parenthesis, provide the number of hours the team member worked on the specific task.

1. Refinement of the UI/UX.(6.R.Williams)
2. In depth play Testing(6. J.Carr)
3. Previously identified "Winnable" condition for Tetris has been fixed.(4 R.Williams)

### B. Problems/Issues

Describe the problem/issue, who is working on it, what the cause is, what has been tried to solve it, expected resolution. Complete sentences, paragraphs, and explanations are required. Explain how it may affect the project schedule.

1. Currently game play is stable and intuitive.

### C. Next week's planned work

What do you plan to work on next week? Complete sentences, paragraphs, and explanations are required. If you have pending issues from section B, how will they affect next week's plan?

1. Preparation for presentation.

### D. Time log

Total Number of Hours worked on the project this week per team member.

Carr: (6 hrs), Williams: (10 hrs)

Total Weekly Team effort: 16 hours

## WEEK 12(May1- May 8)

### A. Weekly Accomplishments

Describe what task was completed and by whom. Complete sentences, paragraphs, and explanations are required. In parenthesis, provide the number of hours the team member worked on the specific task.

1. Background Images and locations fully integrated. (4, J.Carr)

2. Game Play testing under way - Play through is stable (4, R.Williams)
3. 4 ambient sound tracks added, switchable by player.(2,R.Williams)
4. 3 Mini Games integrated. - Tic Tac Toe, Connect4, Tetris. (6, J.Carr & R. Williams)

## **B. Problems/Issues**

Describe the problem/issue, who is working on it, what the cause is, what has been tried to solve it, expected resolution. Complete sentences, paragraphs, and explanations are required. Explain how it may affect the project schedule.

1. The game Play thru has identified that when playing tic tac toe or connect 4 that the "continue" button will allow the player to travel onward to another destination. However Tetris is not a "Winnable" game travel onward from the game screen needs to be from a win condition.

## **C. Next week's planned work**

What do you plan to work on next week? Complete sentences, paragraphs, and explanations are required. If you have pending issues from section B, how will they affect next week's plan?

1. Ensure UI/UX is intuitive and polished.
2. Further play Testing

## **D. Time log**

Total Number of Hours worked on the project this week per team member.

Carr: (10 hrs), Williams: (12 hrs)

Total Weekly Team effort: 22 hours

## **WEEK 10(Apr 24- May 1)**

### **A. Weekly Accomplishments**

Describe what task was completed and by whom. Complete sentences, paragraphs, and explanations are required. In parenthesis, provide the number of hours the team member worked on the specific task.

1. Image integration has begun. (J.Carr 3)
2. Game play stabilization - elimination of image and text flicker. (R.Williams 4)
3. Game Soundtrack discussed, and music located(J.Carr & R.Williams 4)

### **B. Problems/Issues**

Describe the problem/issue, who is working on it, what the cause is, what has been tried to solve it, expected resolution. Complete sentences, paragraphs, and explanations are required. Explain how it may affect the project schedule.

1. Integration of music / sound track is a new issue - a stretch goal. Worth the effort but not under initial plan.
2. Tetris Mini game integration another stretch from initial goal set.

### C. Next week's planned work

What do you plan to work on next week? Complete sentences, paragraphs, and explanations are required. If you have pending issues from section B, how will they affect next week's plan?

1. Music integration (J.Carr)
2. Tetris Mini game integration(R.Williams)
3. User Menu standardization across all environments. (R.Williams)

### D. Time log

Total Number of Hours worked on the project this week per team member.

Carr: (7 hrs), Williams: (8 hrs)

Total Weekly Team effort: 15 hours

## WEEK 9 (Apr 17- Apr 24)

### A. Weekly Accomplishments

Describe what task was completed and by whom. Complete sentences, paragraphs, and explanations are required. In parenthesis, provide the number of hours the team member worked on the specific task.

1. Connect 4 development(8) (J.Carr)
2. Game loop integration with connect 4 and Tic Tac Toe (10)(R.Williams)
3. Re engaged on image search, more locations and Facts(2)(J.Carr)

### B. Problems/Issues

Describe the problem/issue, who is working on it, what the cause is, what has been tried to solve it, expected resolution. Complete sentences, paragraphs, and explanations are required. Explain how it may affect the project schedule.

1. Image sizes, v/s screen sizes v/s window resizing coming out of mini game. - Uniformity of size for UX is needed.
2. The UI needs improvement - the spacing/location and text content of command buttons -needs improvement.

### C. Next week's planned work

What do you plan to work on next week? Complete sentences, paragraphs, and explanations are required. If you have pending issues from section B, how will they affect next week's plan?

1. UI/UX standardization across game-flow. (window sizes, text size and placement.)
2. Full integration of Mini games
3. New destinations, with game integration.

### D. Time log

Total Number of Hours worked on the project this week per team member.

Carr: (10 hrs), Williams: (10 hrs)

Total Weekly Team effort: 20 hours

## WEEK 8 (Apr 10- Apr 17)

### A. Weekly Accomplishments

Describe what task was completed and by whom. Complete sentences, paragraphs, and explanations are required. In parenthesis, provide the number of hours the team member worked on the specific task.

1. Code base refactored for easier use/maintenance. (6, Williams)
2. Review of code base and edited inputs for further code structure.(4 Carr)
3. 2nd "Mini Game" development (2, Williams)

### B. Problems/Issues

Describe the problem/issue, who is working on it, what the cause is, what has been tried to solve it, expected resolution. Complete sentences, paragraphs, and explanations are required. Explain how it may affect the project schedule.

1. Upon refactoring code while adding a feature to the mini game, the game flow from mini game to main game does not behave as before. The winning tiles "Blink", The game board resets - but it does not continue on to the "Congrats you won!" or "You'll have to try again screen."

### C. Next week's planned work

What do you plan to work on next week? Complete sentences, paragraphs, and explanations are required. If you have pending issues from section B, how will they affect next week's plan?

1. Based on a list,world capitols, and appropriate sized images will be gathered.
2. Broken Game flow addressed in problems issues / fixed.
3. 2nd Mini game will be folded into current game flow.

### D. Time log

Total Number of Hours worked on the project this week per team member.

Carr: (2 hrs), Williams: (8 hrs)

Total Weekly Team effort: 18 hours

## WEEK 7 (Apr 3- Apr 10)

### A. Weekly Accomplishments

Describe what task was completed and by whom. Complete sentences, paragraphs, and explanations are required. In parenthesis, provide the number of hours the team member worked on the specific task.

1. Formatting Images and locations have been collected. (J.Carr)
2. Game Script and Structure under reveiw pending feedback from presentation. (R.Williams)

### B. Problems/Issues

Describe the problem/issue, who is working on it, what the cause is, what has been tried to solve it, expected resolution. Complete sentences, paragraphs, and explanations are required. Explain how it may affect the project schedule.

1. Mid Term Presentation given. Awaiting feedback.

### C. Next week's planned work

What do you plan to work on next week? Complete sentences, paragraphs, and explanations are required. If you have pending issues from section B, how will they affect next week's plan?

1. Development work on new task item - Directional indicators- Put on hold. Exploring other game play options.
2. Integration of Background Images and locations.
3. Reformat code base for easier navigation and maintenance.

### D. Time log

Total Number of Hours worked on the project this week per team member.

Carr: (2 hrs), Williams: (8 hrs)

Total Weekly Team effort: 10 hours

## WEEK 6 (Mar 27 - Apr 3)

### A. Weekly Accomplishments

Describe what task was completed and by whom. Complete sentences, paragraphs, and explanations are required. In parenthesis, provide the number of hours the team member worked on the specific task.

1. Background Images and locations have been collected. (J.Carr)(2)
2. Functional Game development complete - with a "Start" page, a first randomly chosen destination, a offer of a Game to play - with conditions that the game must be won to continue -and integrated mini game. (Connect 4) Winning the mini game allows another randomly chosen destination. (R.Williams) (12)
3. Report Slides, and additional Images for game play. (J.Carr)(4)

### B. Problems/Issues

Describe the problem/issue, who is working on it, what the cause is, what has been tried to solve it, expected resolution. Complete sentences, paragraphs, and explanations are required. Explain how it may affect the project schedule.

1. Tkinter Library not readily compatible with Pygame - creating conflicts between Minigame and Main game play loop. Minigame refactored into Pygame successfully.

### C. Next week's planned work

What do you plan to work on next week? Complete sentences, paragraphs, and explanations are required. If you have pending issues from section B, how will they affect next week's plan?

1. Build of Tic Tac Toe - into pygame and integration into main game as second game offering between travel destination.
2. Integration of Background Images and locations.

### D. Time log

Total Number of Hours worked on the project this week per team member.

Carr: (6 hrs), Williams: (12 hrs)

Total Weekly Team effort: 18 hours

## **WEEK 5 (Mar 20 - Mar 27)**

### **A. Weekly Accomplishments**

Describe what task was completed and by whom. Complete sentences, paragraphs, and explanations are required. In parenthesis, provide the number of hours the team member worked on the specific task.

1. Enjoyed a restorative spring break (J.Carr)
2. Enjoyed a restorative spring break. (R.Williams)

### **B. Problems/Issues**

Describe the problem/issue, who is working on it, what the cause is, what has been tried to solve it, expected resolution. Complete sentences, paragraphs, and explanations are required. Explain how it may affect the project schedule.

1. Main Problem is that spring break ended.

### **C. Next week's planned work**

What do you plan to work on next week? Complete sentences, paragraphs, and explanations are required. If you have pending issues from section B, how will they affect next week's plan?

1. The following issues remain - with an emphasis on mid term presentation.
2. Development work on new task item - Directional indicators.
3. Integration of Background Images and locations.
4. More narrative work to be done, focus on randomization and set path.

### **D. Time log**

Total Number of Hours worked on the project this week per team member.

Carr: (0 hrs), Williams: (0 hrs)

Total Weekly Team effort: 0 hours

## **WEEK 4 (Mar 13 - Mar 20)(Spring Break)**

1. Development was put on hold for Spring Break.

## **WEEK 3 (Mar 6 - Mar 13)**

### **A. Weekly Accomplishments**

Describe what task was completed and by whom. Complete sentences, paragraphs, and explanations are required. In parenthesis, provide the number of hours the team member worked on the specific task.

1. Script for path 1 finished. (J.Carr)(2.5)
2. Basic game loop logic has been re constructed. A start page with an agent.JPEG, a next screen with a dog.JPEG and a bingo screen that closes the program. (R.Williams)(6)

## B. Problems/Issues

Describe the problem/issue, who is working on it, what the cause is, what has been tried to solve it, expected resolution. Complete sentences, paragraphs, and explanations are required. Explain how it may affect the project schedule.

1. No obstacles to development.

## C. Next week's planned work

What do you plan to work on next week? Complete sentences, paragraphs, and explanations are required. If you have pending issues from section B, how will they affect next week's plan?

1. Development work on new task item - Directional indicators, (ongoing from previous week)
2. Integration of Background Images and locations.
3. The second path of narrative path will be charted.

## D. Time log

Total Number of Hours worked on the project this week per team member.

Carr: (2.5 hrs), Williams: (6 hrs)

Total Weekly Team effort: 8.5 hours

## WEEK 2 (Feb 27 - Mar 6)

### A. Weekly Accomplishments

Describe what task was completed and by whom. Complete sentences, paragraphs, and explanations are required. In parenthesis, provide the number of hours the team member worked on the specific task.

1. Background Images and locations have been collected. (J.Carr)(1)
2. Basic game loop logic has been reconfigured/overhauled, work is still in progress.- (R.Williams)(14)
3. GitHub Repository was cleaned up - Documents folder placed, read-me improved.(R.Williams)(1)
4. Basic Game play narration written up, with more work pending(J.Carr)(1)

### B. Problems/Issues

Describe the problem/issue, who is working on it, what the cause is, what has been tried to solve it, expected resolution. Complete sentences, paragraphs, and explanations are required. Explain how it may affect the project schedule.

1. New tasking developed in game play, specifically game directional options - either on screen or keyboard indicated. A Right, Left, Go Back and End Adventure. This tasking complicated current code, dependencies and conflicts within libraries being called - This led to a dramatic overhaul of the code. Specifically with regards to calling a given .jpg image for a given background. I expect to continue work in this direction towards completion. (R.Williams)

### C. Next week's planned work

What do you plan to work on next week? Complete sentences, paragraphs, and explanations are required. If you have pending issues from section B, how will they affect next week's plan?

1. Continue development work on new task item - Directional indicators,
2. Integration of Background Images and locations.
3. More narrative work to be done, focus on randomization and set path.

## **D. Time log**

Total Number of Hours worked on the project this week per team member.

Carr: (2 hrs), Williams: (15 hrs)

Total Weekly Team effort: 17 hours

## **WEEK 1 (Feb 20- Feb 27)**

### **A. Weekly Accomplishments**

Describe what task was completed and by whom. Complete sentences, paragraphs, and explanations are required. In parenthesis, provide the number of hours the team member worked on the specific task.

1. Background Images and locations have been collected. (J.Carr)
2. Basic game loop logic has been built, with 2 option randomization outcome. (R.Williams)
3. Basic Game play narration written up, with more work pending(J.Carr)

### **B. Problems/Issues**

Describe the problem/issue, who is working on it, what the cause is, what has been tried to solve it, expected resolution. Complete sentences, paragraphs, and explanations are required. Explain how it may affect the project schedule.

1. New tasking developed in game play, specifically game directional options - either on screen or keyboard indicated. A Right, Left, Go Back and End Adventure. Minor impact, will fold into Dev Schedule.
2. Significant workload not anticipated with Seminar reading and prep. This is an ongoing requirement, time management challenge.

### **C. Next week's planned work**

What do you plan to work on next week? Complete sentences, paragraphs, and explanations are required. If you have pending issues from section B, how will they affect next week's plan?

1. Development work on new task item - Directional indicators.
2. Integration of Background Images and locations.
3. More narrative work to be done, focus on randomization and set path.

## **D. Time log**

Total Number of Hours worked on the project this week per team member.

Carr: (6 hrs), Williams: (12 hrs)

Total Weekly Team effort: 18 hours