Adventure Around The World

Over Night Express
https://github.com/Rcw5atHood/Senior-Project
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March 27, 2023

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.

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 was 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 lead to a dramatic over haul 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