

Weekly Report #1

Date: 3/11/2017

Team Members:

Zach Watkins, Logan Figgins, Derek Florimonte, Frank Koutulas

1. Project Specifications

1. Schedule for the upcoming week (when are you meeting, where are you meeting, what is the agenda)

Typically three of our team members (Logan, Frank, Zack) will be meeting every Saturday following the class meeting time. The fourth member (Derek) will then meet with Zack and Logan at a later date sometime during the week TBD. Future meetings may also occur frequently remotely via Skype for developing and update purposes. We will meet at the school and wherever else is deemed necessary to get the work done for the project.

The agenda for this first week is to create a first version of our battle simulator. This will be a very rough around the edges concept model to which we can then refine in later version updates. In this first iteration of the battle simulator we will first try to get basic setup functionality working such as making sure the database can connect and node.js is installed properly. Next, we will begin programming the chat system to correctly send and receive messages from clients and server. After basics have been set up we will then work on creating a working functional battle system and implementing multiplayer functionality.

2. Contribution for the previous week:

Logan – 25% Project Brainstorming Collaboration, Presentation of Slide Deck

Frank – 25% Project Brainstorming Collaboration

Zack – 25% Weekly Report, Slide Deck

Derek – 25% WireFrames

3. A brief (one paragraph or bullet points) listing of what was completed in the previous week.

Since this is the first week of the project nothing was completed the previous week. We did however, do lots of research into game development with HTML5, Node.js, Express.js, and Postgres. It turns out there is a surprisingly large plethora of information on developing HTML5 games however, many of them rely heavily on graphics frameworks so, it will be challenging to build from scratch however, not impossible. We have already begun collecting graphic resources and other game asset resources in anticipation for their need in later stages of the game's development.

4. Schedule for the previous week, with checkboxes, clearly checked for those items that were completed.

- ☒ 2D Game Development Research
- ☒ Basic Installation of Software Dependencies (HTML5, Node.js, Express.js, etc.)
- ☐ Game Graphics Asset Creation
- ☐ Game Sound Asset Creation
- ☒ Game Resource Collection
- ☒ GitHub Creation
- ☐ Battle System
- ☐ Menu Screens (Characters Select, Experience System)
- ☐ Intro Screen
- ☐ Profile Screen
- ☐ Full Game Final Version Creation and Submission