Progress Report 1

Title: HTML/Javascript IT RPG Web Game

By: Ashlyn Mcconaha, [Dylan Wells Jones](mailto:dylanjones@arizona.edu), [Julia Ann Schaab](mailto:jschaab@arizona.edu)

**Changes to the Project:**

No changes

**Technology:**

So far the largest portion of the technology is appearing to be JavaScript. We have found that it is quite capable of producing web games in addition to web development capabilities. We have also found some solid JS libraries that could help us create the vision we have for scenarios in the gameplay. The webpage is created with HTML, CSS and we are still considering using JavaScript and/or a PHP webform.

**Team:**

The team roles have not been 100% defined yet as none of us were able to put in enough time synced up to get into a rhythm this month. This meant that we ended up doing our best to tackle items from our list of action items and/or notes on areas requiring research and/or review. Communication methods used thus far have been Discord group chats and group calls.

**The following is what each of the team members have been up to recently:**

Ashlyn: While Dylan is working through the core functionality, I have been working on a basic webpage for the game. It will essentially be a help document to assist with understanding the game controls and levels. I have created it so far with HTML, CSS and plan to incorporate Javascript or PHP form. I don’t have a lot of information on the Webpage, just the basic structure.

Dylan: Lots of research and building basic core functionality. Trying to identify integration options of libraries through HTML canvas.

Julia:I have been brainstorming ideas for scenarios that I would like to implement into the game. I want to pick things that would be useful as well as not too complicated. I have also been thinking about designs a bit for those ideas. I have not made it that far, however I plan to really pick up on it this month.

Rotations: We were anticipating being able to all work on the game code soon and will start doing that going forward. We will likely all work on creating game assets and level design.

**The following is what we anticipate the roles to become going forward based on the information we have now:**

Ashlyn:Going forward I will include level specific information and more graphics for the web page. I will also assist in more research for the levels. We had discussed attempting to each create a level for the game.

Dylan: getting gameflow operation as well as beginning to test library integration.

Julia:I plan to try implementing the ideas into the actual game, as well as helping with design on the levels. I want to also experiment around with the game and see what things I can do with it.I hope I will be done with all of the scenario ideas by the end of the month.

**Project Management:**

We believe we are a bit behind but plan to catch up and have identified some of the more long term action items to tackle (implementation of libraries and our team's workflow).

We are currently rebuilding our timeline to accommodate our skills and needs for the project but we are more confident in the timeline we have being sufficient for our goals.

**Reflection**:

We have started formal documentation, created some prototype graphics for level design, we have basic on screen character and control/movement with boundaries, gathered/researched scenarios and level design. In terms of what didn’t go well I think we wish that we have more to show for the time that has passed. Going forward we shouldn’t have as many disruptions based on each of our respective life events beginning to settle. Next month we will be focused a lot more on concrete action items.

