

CS 490/491L Progress Template.

Instructions: *Each team member should enter their activities performed for the capstone project in the last two weeks, as well as their expected activities for the next two weeks, along with anything holding them up on completing their activities. These should be discussed by the team and their advisor(s) during the weekly/biweekly meetings, and the advisor(s) should sign and date the sheet indicating a correct assessment of the team's progress. Students need to upload a signed and scanned version to Canvas.. Progress reports uploaded to Canvas without a signature and score for progress will receive a 0 for progress.*

200 words minimum per team member required for credit across the three questions.

Team/Project Name: Domino Squad, Project Domino (Code Name)

Team Member #1: Avik Shenoy (Team Leader)

What I did since last progress report:

I have done many things since the last progress report. I have been leading the team and trying to keep the project organized and arrange deadlines for work. I have been helping my team install the necessary tools for the project, such as Unreal Engine 5. I have also been refining my skills with the tools such as UE5 and Blender. In addition, I have been planning the requirements for the project, such as the story and theme, art, and gameplay mechanics.

Anything holding me up on my last progress report's expected activities:

There have not been many issues holding up our progress. Some members are having issues getting UE5 to work on their devices, but hopefully those issues will be resolved by next week.

What I plan to do before the next progress report:

There are a few things I plan to do before the next progress report. Chiefly among them is getting UE5 to run properly on everyone's devices. Next, I want to finalize story ideas for our project. Next, I want to establish some rough concepts for gameplay and art. I also want to figure out our C++ class

architecture for this game, such as establishing our most important C++ classes and parent/child relationships.

Team Member #2: Thanh Tran

What I did since last progress report:

This is the first report but I've been working on some blender projects as well as installing unreal engine 5 on my main desktop. I also looked through a shader repository that would help us achieve the look we wanted for the game in unreal engine 5. Prior to all of this I also signed up for an unreal engine course and am looking to work through it as soon as possible.

Anything holding me up on my last progress report's expected activities:

Nothing.

What I plan to do before the next progress report:

I plan on continuing with my unreal coursework and potentially make the first game following along the course to familiarize myself with unreal engine 5. I also plan on working with the team to finalize the look of the game so I can start prepping 3d assets.

Team Member #3: Amir Roochi

What I did since last progress report:

- I installed Unreal engine 5 on my desktop computer and started to go over the documentation and tutorials to get a better understanding of the engine and started a small test project to figure out how it works with C++. I also looked at the documentation for Blueprint, which is a node-based interface, and tried to figure out how this gameplay scripting system works.
- We also talked about different stories and themes for our project, to finalize the general story and start working on the details and arts. We also created a main folder for our project and shared it to have a more organized working environment.

Anything holding me up on my last progress report's expected activities:

- Nothing holding me up for now.

What I plan to do before the next progress report:

- I am planning to get more familiar with the Unreal engine and C++ default environment, and figure out how they interact with each other. We are as a team working on the story and theme and we will finalize it before the next progress report.

Team Member #4: Brendan Beagin

What I did since last progress report:

- Nothing, I only joined the team recently.

Anything holding me up on my last progress report's expected activities:

- I need to become more comfortable programming in C++.

What I plan to do before the next progress report:

- I plan to familiarize myself with Unreal Engine 5, as well as getting some practice with C++, particularly the proper use of header files.

Team Member #5: Daniel Sarkisian

What I did since last progress report: I have installed Unreal 5 onto my laptop and have begun learning how to use the engine through in-depth tutorials online. Up to this point I have acquired a basic understanding of the basics such as how to move objects around, adjust exposure, and edit materials. I also discussed the storyline of the game with my team.

Anything holding me up on my last progress report's expected activities:
Installing Unreal 5 was a little tricky due to constant crashes but I was able to solve the problem with a simple graphic driver update.

What I plan to do before the next progress report:
I plan to help get the storyline of the game down by the next progress report and have a sufficient understanding of Unreal 5 so I can begin creating the game.

Date: 9/11/22

Team Progress (0 -- 3): _____

- 0 -- no progress has been made by the team*
- 1 -- insufficient progress has been made for the team to complete their capstone*
- 2 -- sufficient progress has been made for the team to complete their capstone*
- 3 -- excellent progress has been made by the team*

Report Quality (0 -- 3): _____

- 0 -- missing or empty report*
- 1 -- report briefly written with incomplete sentences, lacking descriptions of work*
- 2 -- well written report with sufficient description of work performed since last progress report*
- 3 -- excellently written report with detailed description of each team members progress*