

CS 491L Progress Report 3 (03/05/2023)

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.

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 finalized most of the character models and have polished up the core gameplay. The player characters (Edmund Dantes and Eliza Bonteri) are both nearly completed and have their own attacks and abilities (Edmund can dodge in any direction and Eliza can crouch to avoid enemy detection). The four main types of enemies (Villagers, Demons, Cultists, Abominations) are all imported into the game and all behave differently, featuring their own animations, attacks and abilities.

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

Nothing is holding me up.

What I plan to do before the next progress report:

I'm now working on environmental assets and mapping out the level layout for the village. I also want to start improving the inventory system by adding "Key Items", items which the player can obtain to progress through the story. The game is on track to be completed some time in late April. Early May will be spent working on the showcase (trailer and in-game demonstration).

Team Member #2: Thanh Tran

What I did since last progress report:

Since my last progress report, I haven't made much progress on the inventory system. Avik came in and finished the hotkey functionality.

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

I had to do a pretty extensive project for one of my other classes.

What I plan to do before the next progress report:

I plan to add a portrait to the inventory panel as well as some ui elements for health and etc.

Team Member #3: Amir Roochi

What I did since last progress report:

Since my last progress report I was busy with other projects that I am currently working on.

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

No

What I plan to do before the next progress report:

I am planning to meet with team members, and spend more time on this project.

Team Member #4: Brendan Beagin

What I did since last progress report:

- Since the last progress report, I worked on new gameplay systems.

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

- The limiting factor halting progress is still time.

What I plan to do before the next progress report:

- Before the next progress report, I plan to work on new gameplay systems in the game, such as a fixed camera angle perspective

Team Member #5: Daniel Sarkisian

What I did since last progress report: I worked on new enemy AI systems.

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

No.

What I plan to do before the next progress report:
I plan to further improve the AI in the game.

Date: 02/19/2023

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*