

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.

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 not done a whole lot since the last progress report. The whole team has been independently learning the tools such as UE5 and Blender, as well as programming languages like C++ and blueprints. However, we're preparing to start on the SPMP soon, so that will give us a good idea how to plan the project out.

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

There has not been anything holding me up.

What I plan to do before the next progress report:

I plan to start and complete the SPMP with my team. I also plan to finally begin project development. I want to get the project started and begin working on some of the core C++ classes.

Team Member #2: Thanh Tran

What I did since last progress report:

Since my last progress report I've been making good progress on preparing assets as well as practicing my blender skill. I've also been trying to import these assets into unreal engine 5 and generally tuning how the engine looks to achieve an

authentic look that we wanted for the project. Aside from this I've been working on the unreal engine course as well and have familiarized myself with the blueprints and c++ used by making two simple games following this course.

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

I achieved my last progress report's expected activities (making my first game in unreal following the online course)

What I plan to do before the next progress report:

I plan on potentially making a game on my own using more c++ to get more experience as well as making more 3D assets for the game. I'm also planning on making a fully animated character so I could further do testing in unreal.

Team Member #3: Amir Roochi

What I did since last progress report:

- Since last progress report, I've been working on Unreal Engine 5 blueprints and I feel very comfortable with it now, I applied my learnings in two small projects, and both were successful, I started working on C++ classes and match my previous skills with new features that are available in game development with C++ tools.
- We as a team setup SDF folder on Github, and we are planning to work on requirements and generating SPMP.

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 spend more time with team lead and team members to go over requirements and start working on SPMP. I also continue working on improving my skills in game development with C++ to be ready for programming process of the project.

Team Member #4: Brendan Beagin

What I did since last progress report:

- I installed Unreal Engine 5 and practiced the basics of using the engine. I also practiced using C++ to improve my comfort level for the project.

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

- I need to become more comfortable programming in C++. Urgently, I must do more research so that we may decide on a version control solution suitable for a game with a large number of assets. (likely privately hosted)

What I plan to do before the next progress report:

- I plan on getting more practice with C+ as well as researching different privately hosted version control solutions.

Team Member #5: Daniel Sarkisian

What I did since last progress report: I have become much more comfortable with Unreal Engine 5 and am on track to finish the course I bought by the next project report. I have been learning by creating very basic games to get the hang of the various functionalities of blueprints and C++.

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 finish the course I purchased for learning Unreal Engine 5.

Date: 9/25/2022

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*