

CS 490/491L Progress Report 5 (11/13/2022)

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:

Since the last progress report, I've made more additions to the game, such as improving the enemy AI so that enemies can attack the player. Their attacks now change their location and rotation based on the player's position and can cause the player to recoil backward. Enemies now patrol specific areas and will get aggroed by the player when the player is close. I've also been working on the SDD draft and that has been coming along well.

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 plan to finish up the SDD and make further improvements to enemies and the player. I also hope to start modeling characters soon.

Team Member #2: Thanh Tran

What I did since last progress report:

Since my last progress report, I've finished the basics of the inventory system. I'm now working on assets for the first level / demo of the game. This includes 2/4

buildings and a general array of misc. models. Aside from this, I've pair coded with Amir to implement a capacity to the inventory system, starting the player at 8 item slots. As of right now, I'm working on the SDD.

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

I've yet to implement an interface for the interaction. This is because I'm waiting on the merging of our codebases since the interaction interface might require some editing of the `playerCharacter` class.

What I plan to do before the next progress report:

By the next progress report, I plan on having finished all the assets necessary for the demo level. Another goal is to start working on the demo level itself. This includes merging the inventory system stream with the general stream of the project.

Team Member #3: Amir Roochi

What I did since last progress report:

- Since my last progress report I spent most of my time that I dedicated to this project working on SDD documentation draft, and worked with Tran on inventory systems and went over C++ code, added and tested some features. I went over multiple classes that are developed by other teammates to get a better understanding of the whole system.

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 some time working on SDD documentation and make it ready for final submission after getting feedback from professor Dantes. I am also planning to work on peer review artifact #1.

Team Member #4: Brendan Beagin

What I did since last progress report:

- Since my last progress report, I setup a new "stream" (Perforce's name for branches) for the development of a dodge roll system to allow the player to dodge attacks from enemies.

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

- There is nothing holding me up on the last progress report's expectations

What I plan to do before the next progress report:

- Before the next progress report, I hope to have the dodge system completed and to have already moved on to fulfilling another project requirement.

Team Member #5: Daniel Sarkisian

What I did since last progress report: With the help of my partners I resolved some issues I was having with Perforce and set up my own stream so I can finish my tasks which is making the enemy run to a single point on the map. I also worked on the SDD document and went over the classes Avik and Tran made in Visual Studio to get a better understanding of the game.

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 my task of making the enemy in the game run to a certain point on the map.

Date: 11/13/2022

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

