CS 490/491L Progress Report 4 (10/30/2022)

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 good additions to the game. I have added a lot of new features like attacking, health and damage, death, enemies, AI behavior, and more. The game is coming along very nicely. We also finally got our Perforce server up and running and it has been tremendously helpful, the team can now all share the project and work in their own branches. It's a very useful tool. We also finished the SRS. It was good to get all the requirements listed in a neat document.

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 get some more advanced enemy AI functionality into the game, such as patrolling, enemy aggro, enemy attacking when close to the player, and potentially more.

Team Member #2: Thanh Tran

What I did since last progress report:

Since my last report, I've started work on more assets including some weapons as well as terrain. Aside from this, I also worked on the SRS as well as helped setting up the necessary branches for our Perforce version control. I am now currently working on the Inventory and Item branch along with Amir.

Anything holding me up on my last progress report's expected activities:
I was not able to finish the inventory system on my own project. Learning version control has been holding me up for a bit, but now that's set up, I'm now free to continue on with my work on the actual game project itself.

What I plan to do before the next progress report:
Again, I plan on finishing the Inventory system by the next report. This includes the UI, some types of consumables, as well as looking into implementing an interface for interaction.

Team Member #3: Amir Roochi

What I did since last progress report:
- Since my last progress report I worked on SRS documentation, and spent more time researching the inventory system in Unreal engine. I connected to the newly deployed server and installed necessary tools on my end and reviewed the folders, header files and cpp files to gain a better understanding of the project.

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 researching software design documents, and the rest to study the codes in our current version of the project. I am also planning to learn more about inventory and item systems and start working on required tasks regarding it.

Team Member #4: Brendan Beagin

What I did since last progress report:
- Since the last progress report, I finally got Source Control fully working with our project on a Perforce Helix Core server.

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 expect to be shifting my focus more towards coding. I plan to lend Avik aid in finishing the inventory system if it is needed, and hope to potentially start work on the combat system before the next report.

Team Member #5: Daniel Sarkisian

What I did since last progress report: I have worked on the SRS document and have played around with Visual Studio Code to get more familiar with it to finish my next task. Now I feel comfortable using C++ in Unreal Engine as I finished the Udemy course I had bought three weeks ago and created two mini-projects using it.

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 set up my own branch in Perforce, and finish my task of making the enemy in the game run to a certain point on the map.

Date: 10/30/2022

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