**CS 490/491L Progress Report 3 (10/16/2022)**

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:**

I have made significant progress since the last progress report. My team has started project development and we have been working on a handful of C++ classes. The PlayerCharacter class, the AnimInstance class, and the Item class. I also created a character mesh and animations, such as idle and walking animations. Basic functionality has been programmed into the game. The player can control their camera. The player can walk forward and backward, as well as strafe left and right. The player can pick up items such as weapons. And the player can attack. We have made good progress the last few weeks and we are on schedule.

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

The team needs to get Perforce up and running. The sooner we do that, the sooner we can have version control.

**What I plan to do before the next progress report:**

I plan to start and complete the SRS with my team. I also plan to start working on the enemy class and get some basic AI functionality programmed. I might also start working on a new character mesh for the main character.

**Team Member #2:** Thanh Tran

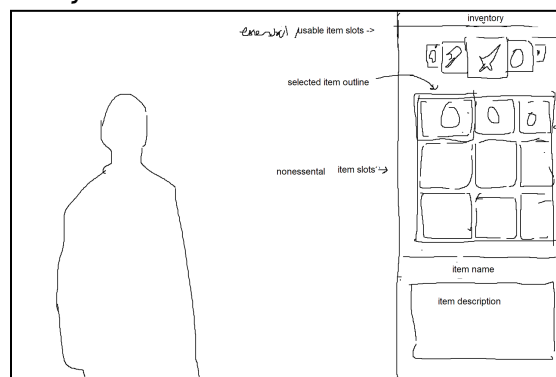**What I did since last progress report:**
Since my last report, I've worked on more assets. I modeled and animated most of the necessary things for an enemy type character. From this, I've done animation testing within Unreal Engine itself and fine tuning to get the results I wanted through programming a simple game that would allow me to walk around and attack enemies and have enemies react to me. I've also worked on the inventory system for the game. As of now the player can pick up items in the world and once picked up these items would spawn in the player's inventory, which is kept in an array. After this was done, I also drafted the design for the User Interface of the Inventory system.

**Anything holding me up on my last progress report's expected activities:**
I've had some trouble with keeping on tasks.

**What I plan to do before the next progress report:**
I plan on finishing the Inventory system by the next report. This includes the UI, a persistent inventory that stores data outside of the game itself, some test items, as well as a secondary inventory for all the essential items.

**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 SRS.

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 SRS. 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 setup perforce helix core in a containerized environment, researched c++ and practiced using Unreal Engine.

Anything holding me up on my last progress report's expected activities:
- Ssl configuration and benchmarking need to be done before our project files can be moved to the Helix Core server. We still may decide to move the version control software to a cloud server, rather than having it privately hosted.

What I plan to do before the next progress report:
- I plan to work on the SRS with the rest of my team. I also plan to get the Helix Core server running and setup with every member's workspace.

**Team Member #5:** Daniel Sarkisian

What I did since last progress report: I have nearly finished the course on Unreal and have begun developing C++ classes and playing around with them to get a better feel on how to contribute to the real source code on Github. I learned about player animations and how multiple animations might be needed for a simple task such as walking.

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 work on animations for the monsters in the game.

**Date:** 10/16/2022

**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*