

Progress Report

11/18/19 Eileen

At this point I have begun the preliminary research on Go by using the Go documentation. I have written the introductory paragraphs for our research paper, as well as laid out the structure of the rest of the report. Most of my focus at this time is in choosing which design features to highlight in the report. Because the Go language was designed to be easy for C programmers to use, I'd like to implement some programs that highlight the ways in which Go is similar to and different from C.

I have published the google doc that contains the rough draft of the paper to this link:

<https://docs.google.com/document/d/e/2PACX-1vThhRR4aFxqV0rl95gx0nusWcx9GtpMGave12sl3dK1GesYZpGuwpeZvK6xNGJX-4Syokul8TtCxf2n/pub>

11/18/19 Alissa Ronca

I have been researching the Go language characteristics and functionality using primarily the Go documentation. I have also been reading the documentation for several of Go's packages built into the standard library including net, regex, text, bufio, and archive as mentioned in the project proposal, so that I can utilize several of them to begin building. I plan to start coding this week and do the majority of implementation starting next week. I am going to build a web scraper for gathering data from websites, so I am also currently looking into the best way to store and utilize this type of data, and other existing web scraping projects.

11/18/19 Yousuf Borna

I want to explore the capabilities of Go language with the game development. As it is well known for its concurrency feature, so just want to explore how game development can be benefited by that concurrency feature and is Go a good candidate for the game development. Just to ask these few questions I would like to use GO FOR GAME development.

So for the game development I would be using (sdl2) library which helps in building simple 2D games with go. My goal is to build a 2d shooting game which will be a single player game. I will have different features in the like a start screen where there will be an option to start, and change player character as well and also will allow users to switch on and off the background music for the game.

Plan and Timeline (Completed) :

Did a lot of research to find the best possible way to get started with go game development where I found SDL2 library a great place to start with. And also got my system up and running

for the game development environment with Go. I have already pushed the code. And a little more research is required as well. (1NOV - 18NOV)

Plan and Timeline (Upcoming):

- I would like to build the characters and images and background music for the game. (20NOV - 24NOV)
- I will start the game design with an opening screen with options play, score, background music on/off (26NOV)
- Once I am done with the initial option screen, I will build the main game screen where the key character would shoot the enemies and each time we shoot down an enemy it will show up our score (26NOV - 29NOV)
- should show score when the game ends with the animation of Go icon (30NOV - 2DEC)

Resources

GoLang official documentation

<https://golang.org/>

For sdl2 library for GO

<https://github.com/veandco/go-sdl2>

Official Website of SDL2

<https://www.libsdl.org/download-2.0.php>

Mark Keeley tutorial on sdl2 with Go

<https://markkeeley.us/2016/go-sdl2-lesson-1/>