

Activity Report for Charlotte Khamnei

Last edited by Jeremy Ashley 1 week ago

Activity Report — March 1 - March 7, 2025

Import Final Music - App Audio

Issues: No issues.

Moved to review 3/6 10:40 EST.

Made sure all team member's music was playing correctly for them.

Mobile App Export

Issues: Tried endlessly to export the app to Android and iOS but unsuccessful. Issues with compiling Python and downloading python-for-android.

Attempted to export for iOS and Android but unsuccessful. Task moved back to user story backlogs.

team signatures: Dheekshu Senthamilselvan Glory Foster Jeremy Ashley

Activity Report — February 24 - February 28, 2025

Adult dragon models (Study/Adventure)/Import Study Dragons - More Dragons

Issues: No issues.

Moved to review 2/27 10:40 EST.

Finished design of adult study dragon. Imported into game.

Create placeholder for sound effects - App Audio

Issues: Accidentally did root instead of app for calling the sound effect function in Kivy, fixed and sound effects work perfectly.

Moved to review 2/27 10:40 EST.

Wrote code in Kivy & Py files to play background music on loop and sound effects when pressing buttons. Created functions within DragonApp() class that play sound effects. Wrote declaration in Kivy file to play sound when button pressed. Wrote in Python file to play sound when submit button is pressed.

Edit/Polish Music - App Audio

Issues: No issues.

Moved to review 3/1 11:16 EST.

Cropped music files to the appropriate length. Exported to MP3.

Import Final Music - App Audio

Issues: Issues with looping music stopping when other sounds played. Fixed by making unique variable names.

Moved to Review 11:16 EST.

Imported music into the game. Uploaded files to repo. Changed variable names to unique names sound sounds would play continuously.

team signatures: Dheekshu Senthamilselvan Glory Foster

Activity Report — February 17 - February 21, 2025

Baby dragon models (Study/Adventure) - More Dragons

Issues: No issues.

Moved to review 2/24 15:13 EST.

Designed two new baby dragons (study/adventure). Added them into the game. Appropriately sized them.

Adult dragon models (Study/Adventure) - More Dragons

Issues: No issues.

Still in progress 2/24 15:13 EST.

Designed adult adventure dragon (study/adventure). Added into the game. Appropriately sized it. Haven't started adult study dragon, need to finish baby dragon first.

More Dragons - New Page (Study)

Issues: Glory parallel coded the same work that I did last week but there was issues and the code was broken.

Moved to review 2/17 16:20 EST.

Reverted Glory's changes back to my previous commit so I could properly add in Study dragon image.

team signatures: Jeremy Ashley Glory Foster Dheekshu Senthamilselvan

Activity Report — February 9 - February 14, 2025

Switching between dragons - swap screens

Issues: Tried to implement a swiping effect through Kivy but unavailable for some reason.

Moved to review 2/17 15:50 EST.

Created new screen for adventure/study dragon by duplicating Water dragon class and other input functions in Dragon App class. Added buttons to change between screens (dragons).

Baby Dragon Models (adventure/study) - More Dragons

Issues: Time consuming to draw two different dragons. Realistic proportions are difficult.

Still in progress as of 2/17 16:00 EST.

Designed in photoshop two baby dragon models to reflect different styles of the dragons.

Import Egg Models (adventure/study) - More Dragons

Issues: Sizing of egg in game difficult to get just right.

Moved to review 2/17 16:10 EST.

Imported adventure and study dragon eggs into game on new page.

New Page (Study) - More Dragons

Issues: No issues.

Moved to review 2/17 16:20 EST.

New Study dragon screen was created with appropriate navigation between pages. All functionality tied to study dragon created in DragonApp.py file with unique attributes and variables to the study dragon.

Introduce XP Bar (Study) - More Dragons

Issues: No issues.

Moved to review 2/17 16:20 EST.

XP bar created based on one for water dragon, works independently of water dragon XP bar.

XP Bar Threshold (Study) - More Dragons

Issues: No issues.

Moved to review 2/17 16:20 EST.

Changed thresholds for study dragon based on achievable goals for studying.

XP bar + User Input (Study) - More Dragons

Issues: No issues.

Moved to review 2/17 16:20 EST.

Input for study is connected to study XP bar. Works beautifully and customized to study dragon.

team signatures: Jeremy Ashley Dheekshu Senthamilselvan Glory Foster

Activity Report — February 3 - February 7, 2025

Baby Dragon Models (adventure/study) - More Dragons

Issues: Time consuming to draw two different dragons. Realistic proportions are difficult.

Still in progress as of 2/10 19:04 EST.

Designed in photoshop two baby dragon models to reflect different styles of the dragons.

Egg Models (adventure/study) - More Dragons

Issues: First egg model for water dragon was made by a different designer so it looks slightly different then the egg models I made.

Moved to review 2/10 19:00 EST.

Designed in photoshop two egg models to reflect different styles of the dragons.

Grow Dragon - Dragon Growth Stages

Issues: Glory was attempted the same functionality separately. Her code worked better so we discarded mine.

Moved to review 2/6 11:00 EST.

Coded in grow_water_dragon, DragonApp.py, and DragonApp.kv files to display the different water dragon stages.

team signatures: Dheekshu Senthamilselvan Jeremy Ashley Glory Foster

Activity Report — January 20 - January 24, 2025

Adult Dragon Model - Dragon Growth Stages

Issues: Waiting for team member to finish XP progress code before implementing growth stages.

Remains in-progress 1/24 13:30 EST.

No attemps made, waiting for team member to finish code.

team signatures: Dheekshu Senthamilselvan, Jeremy Ashley, Glory Foster

Activity Report — January 13 - January 17, 2025

Update splash screen - Splash Screen

Issues: No Issues Changing background image for dragon.

Moved to in-progress column 1/16 10:19 EST.

Updated background image for dragon page. Met acceptance criteria.

Moved to review column 1/16 10:30 EST.

Update home - Title Screen

Issues: No issues.

Moved to in-progress column 1/16 10:31 EST.

Updated font of main landing page in Figma. Exported PNG from Figma. Imported background image into dragonapp.kv file.

Moved to review column 1/16 10:40 EST.

Design Adult Water Dragon Model - Dragon Growth Stages

Issues: No issues.

Moved to in-progress column 1/16 10:41 EST.

Designed adult water dragon in photoshop. Exported to PNG. Not yet imported into game.

Moved to review column 1/16 22:40 EST.

Adult Dragon Model - Dragon Growth Stages

Issues: Lots of issues with implementing conditional water-dragon display. Could not figure out how to show water dragon based on water intake value. No where close to doing animations.

Moved to in-progress column 1/18 1:02 EST.

Attempted to add class to growwaterdragon.py file and implement functions in DragonApp.py but unsuccessful. Need help from teammates or TA. No code pushed to repo. Remains in in-progress.

team signatures: Dheekshu Senthamilselvan, Jeremy Ashley, Glory Foster

Activity Report — November 11 - November 17, 2024

Adult Water Dragon model - design

Issues: No access to photoshop due to billing. Issue unresolved. No Work completed

Moved to in-progress column 11/12 12:19 EST.

Couldn't start design because of issue.

Baby Water Dragon Model - baby dragon model design imported into app

Issues: Issue with Adobe billing. Cannot export water dragon design or upload it repo. Not sure how we are going to conditionally display the water dragon.

Moved to in-progress column 11/10 18:50 EST.

Successfully displayed baby water dragon display in front of background. Correctly positioned. Added code as comments because unsure of how we're going to display dragon after hatchinng egg.

Moved to review column 11/16 16:24 EST.

team signatures: *Alex Nair Jeremy Ashley Glory Foster*

Activity Report — November 4 - November 8, 2024

title screen - add styling to home screen

Exit Button - exit button design

Title Screen - start game button design

Issues: Spent the entire lab period trying to install Kivy, finally resorted to downloading Kivy as a library within PyCharm. Functionality is yet to be determined. Issues with committing and pushing to gitlab but fixed.

Moved to in-progress column 11/7 11:15 EST.

Exporting background image and button icons to pngs to be used in Python file. Added assets to image folder. In file DragonApp.kv:

- Inserted background image into line 12.
- Inserted x-out icon button into line 36&37.
- Inserted start game button into line 25&26. Changed y-value placement on line 28. Changed dimensions on line 29. Code committed to gitlab with comment.

Moved to review column 11/7 12:04 EST.

models — create baby water dragon

Issues: Time-consuming to get to a level of satisfaction for drawing but I am experienced with Photoshop. Lacked imagination for design but used an inspiring photo.

Moved to in-progress column 10/31 1:21 EST.

Finalized design by adding highlights, different colors, and scale pattern.

Moved to review column 11/7 18:33 EST.

team signatures: *Glory Foster Alex Nair Jeremy Ashley*

Activity Report — October 28 - October 31, 2024

models — create baby water dragon

Issues: I have never worked with Blender or any 3D modeling software before so I watched a 20 min video on Blender. I feel I can figure it out from here. Decided as a group that a 3D model would be too ambitious, settled on 2D model. Had to renew my Photoshop license. Tried to download Kivy to create code to upload the image of the dragon but unsuccessful.

Moved to in-progress column 10/31 1:21 EST.

Drew rough sketch of dragon. Applied colors to drawing. Drawing is 30% done. Created html file to display image in webpage. Not ready to move into review. 1.5 hrs of work done by 11/1 18:11EST.

Stayed in progress 11/1.

team signatures: *Alex Nair Jeremy Ashley Glory Foster*

Activity Report — October 21 - October 27, 2024

models - appflow – todo

Issues: I had limited abilities with prototyping functionality. Also, would have liked to work on it as a team to get different design perspectives and have a more finalized appflow. Was only able to do a few pages. I spent 2 hours instead of 1 hour on this design.

Moved to in-progress column 10/24 9:41EST.

First I started by creating a design in Figma. Then I picked font styles and a color palette which I got everyone's opinion on. I then started designing the landing page and navigation bar. I used stock images to give a feel to how our app will work. The background is just a placeholder while Alex works on the background design. I generated a PNG of the appflow and design scheme. Hopefully this will serve as a reference for our design as we move forward.

Link to prototype: [Link to prototype](#)

PNG name: Virtual_Pet_Dragon_Wireflow.png

Moved to review column 10/24 12:32EST.

team signatures: *Glory Foster Jeremy Ashley Alex Nair*

Comments