**Team: Encore Lite**

**Members:**

* **Project Lead**: Ryan Darrow
* **Technical Lead**: Chris Krenz
* **Interface Lead**: Jayden Raphino
* **Specification Lead**: Yanbo (Mark) Zhu
* **Documentation Lead**: Matthew Rhee

**Project Timeline:**

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| **What Was Planned** | | |
| **By (Date)** | **Objective** | **Milestones** |
| 11/30 | Begin work by reading the projection overview document; begin brainstorming on how to accomplish each specific task. | N/A |
| 12/1 | Start creating the game; discuss how the game will be structured and what elements need to be included (title screen, slot machine, etc.) vs additional elements that would be nice to have (time permitting). Assign roles to each member for certain aspects of the coding. | Have created frameworks for the game UI outlined, as well as files for the Documentation, Statement of Work, and Timeline created |
| 12/4 | First Zoom meeting; have each member discuss the work they’ve done so far. Based on progress, revisit the discussion of potentially adding additional elements | Finished first drafts of the major elements (slot machine with working wheels, title screen). |
| 12/7 | Finish all the first drafts/versions of all the major elements of the game, and begin discussion of creating a working game that includes all of these elements. | Submit all of these files, along with the updated Documentation, Statement of Work, and Timeline to the Project Github page |
| 12/8 | Second Zoom meeting; have each member discuss the progress made on their respective aspects, demoing their work. | Begin integration of all aspects, creating a prototype of overall project. Begin initial playtests. |
| 12/10 | Progress on getting the game to work as intended/smoothly | Fix any glaring issues with the integrated app and playtest the improved version. Upload the updated game, along with any updated documentation to the Project Github page |
| 12/11 | Final Zoom meeting; going over any potential problems each person may have run into when using the game. | If no major run issues with the game, film video demonstration for our project, and upload the video. If fixes needed, create updated game with bug fixes and upload any changed files/documentation to Github |
| 12/12 | Cleanup of any outstanding issues with the project. | Submit final versions of all files/documentation to the Project Guthub page. If still necessary, film video demonstration and submit to Github |

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| **What Actually Happened** | | |
| **By (Date)** | **Objective** | **Milestones** |
| 11/30 | Begin work by reading the projection overview document; begin brainstorming on how to accomplish each specific task. | Created a google doc for the group to share information regarding roles, useful links, and rough outline of the timeline. |
| 12/1 | Research game engines to find one that can create a desktop executable desired. | Tentative ProjectTimeline.docx created. |
| 12/2 | Determine which game engine will be used. Start creating the game; discuss how the game will be structured and what elements need to be included (title screen, slot machine, etc.) vs additional elements that would be nice to have (time permitting). Assign roles to each member for certain aspects of the coding. | Decided on using the game engine Godot and had everyone on the team download it. Created the first version of the wheel & associated button toggles the spin of the wheel when pressed. Uploaded tentative ProjectTimeline.docx to Project Github page. |
| 12/4 | First Zoom meeting; have each member discuss the work they’ve done so far. Based on progress, revisit the discussion of potentially adding additional elements. | Created a title screen, credits screen, and options screen that is incorporated with the original version of the wheel screen. Added buttons to each screen that allow the user to navigate between all screens. Created the framework of the slot machine, which will incorporate the wheel created prior. Added a lever that can be pulled to spin the wheel, replacing the button toggle. Updated the wheel & spinning mechanism. |
| 12/7 | Add a Game Over screen to the game. Integrate the slot machine frame with the wheel, and add textures to both. Update the spinning logic for the wheels. Find suitable audio files that can be integrated into the game. | Game Over screen added successfully, with functioning buttons added to navigate to the main menu. Full machine created (framework + wheels), with updated spinning logic. |
| 12/8 | Second Zoom meeting; have each member discuss the progress made on their respective aspects, demoing their work. | Found suitable audio files that could be integrated into the final version of the game. Added fade out to the title menu buttons. Added a toggle button for the sound in the options screen. Placeholder files for ProjectDocumentation.docx and StatementOfWork.docx uploaded to Github page |
| 12/10 | Create a coin model that can be added to the game. Add a side panel that shows the payouts for each of the slot machine options. Work to integrate sounds to wheel spin, coin insertion. Add payout logic to the wheel spins. | Added buttons to toggle on/off sound and dropdown menu to select difficulty in Options menu. Created coin model and integrated it to the slot machine with regards to payouts and slot insertion. Updated the ProjectDocumentation.docx. |
| 12/11 | Third Zoom meeting; Go over the progress made by each team member with regards to added elements to the slot machine scene and sounds. Begin discussing the final touches on the machine mechanism and going over final steps to integrating sound and any missing elements | Adjusted the overall structure such that the sound and difficulty options were integrated directly into the slot machine screen. Updated the slot machine functionality to work with inserting a coin and pulling the lever when spins > 0. Began working on integrating sound into the overall project. First draft of the Control Flow created. Updated ProjectDocumentation.docx to reflect changes to structure of overall game. |
| 12/12 | Implement the final version of the slot machine logic, side panel displaying payouts, and sound into the game. Clean up any loose ends regarding overall Project Documentation. Create the ProjectArchitecture Powerpoint. Final Zoom meeting to ensure everything has been updated and loaded to Github, as well as creating the video demonstration. Upload the video and post the final links to Piazza | TBD |