David Valentin

Professor Johnson

Functional Programming CS413

**Project Update 1**

*November 26th 12:00 PM to 1:00 PM*

Planned to define passive events which involve player’s charm level in the game and defining the outcome for winning and losing passive events. Defined the passive events and the stat requirements needed for players receive bonus items and the range stat boost that the items would give them.

*November 26th 9:00 PM to 10:00 PM*

Plan to define Puzzle events which involve player’s intelligence level in the game and defining the outcome for winning and losing the puzzle events. Defined the puzzle events and stat requirements needed for players receive bonus items and the range stat boost that the items would give them.

*November 27th 1:00 PM to 2:00 PM*

Talk to Kristin and discuss the status of the project, and develop a loose timeline for project goals and what we want to accomplish this week. We discussed our progress and what we both have individually been working on, and planned to have the webserver and database working and communicating between each other, and by next week have a single player mode to play.

*November 27th 2:00 -> 3:00 PM*

Plan to implement lose & victory results storyline during Active Events for the storyline for both co-operative and single-player play. Implemented lose & victory results storyline during Active Events for the storyline for both co-operative and single-player play.

*November 27th 3:00 -> 4:00 PM*

Plan to implement Risk Event for the storyline structure for both co-operative and single-player gameplay, and define the penalties for both losing action and risk related events for players. Developed the Risk Event for the storyline for both co-operative and single-player gameplay, and defined the penalties for both losing during action and risk events for both players.

*November 27th 8:00 -> 9:00 PM*

Plan to continue writing the choices and subsequent choices for the major event, which causes the players to choose to split, and plan edit the main storyline. I plan to continue writing the choices and subsequent choices for the major event, which offers the players the option to split individual storylines, and I also plan edit the main storyline.

*November 27th 10:00 -> 11:00 AM*

Plan to upload text and adventure id data into the database and then try testing a left join query for a separate table with fake data. Uploading the data worked, kinda of, but again got an error about the types that I was passing into the dataset for the Sqlite Simple Hackage package.

*November 28th 10:00 -> 12:00 AM*

Finish the main storyline (different than defining the random passive, puzzle, risk, and active events) for both single player and co-operative player and plan define all the subsequent choices and outcomes for main storyline. Designed a hit points system based on player(s) stats for the final active event and defined the negative and positive outcome for the storyline, both in single player and co-operative play.