

Weekly Activity and Progress Report – CS 442 Group 10 for Week 3

Group Members: Dylan Brunelle, Mitchell Jones, Tom Roller, Daniel Kim

Weekly In-Person Review Meeting

- When: January 26, 2024 @ 2:30 PM
- Where: Computer Science Lounge
- Missing (why): None
- Late (why): None

Recent Progress

- Dylan: Set up the repository for Godot with an empty project and .gitignore files
- Mitchell: Cloned project repository, set up Godot (engine) project environment, emailed project decision to professor Bell
- Tom: Worked on adding jira backlog, cloned repository, setup my own branch to work on changes isolated, worked on scenario 1
- Daniel: Familiarized myself with the Godot UI. Cloned the project repository locally on my machine and imported the project into Godot. Created my own git branch to isolate my changes from the master branch. Set up the Jira Project for the group on the Atlassian servers. Created a shared Google Drive folder for documents.

Current Action Items (Work In Progress)

- Dylan: Learn Godot. Working on the Dialogue (Event) scene of the game where the player will interact with a location and the people in it.
- Mitchell: Get familiar with the Godot application and the GDScript language by working through some tutorials, specifically ones that can allow me to start working on the game map.
- Tom: Familiarize myself with Godot, test out some example projects to see how it works, and work on finding a way to display the map in Godot.
- Daniel: Watch more Godot tutorials. Familiarize myself with the Godot scripting language. Contribute to the first scenario document. Begin planning some scenes.