

Project #2, Snapshot 2

Status Report - Team Opal

What has been completed:

After the group symposium, the design documents were hashed out further for implementation. The implementers used the design documents to construct client and server code. Clients can connect to the server and perform actions. Advanced functions like NPC artificial intelligence have begun being implemented. Initial user documentation has been created to help users play the game. The schedule was updated to reflect changing circumstances and incorporate suggested revisions.

What is to be done next:

The implementers will finish coding and testing the project based on the design documents. Every effort will be made to ensure conceptual integrity. All documentation will be completed and the schedules will be updated and finished. A prioritized list of open issues will also be created. More meetings will be held to maintain the schedule and monitor progress.

Issues:

There has been some confusion about coding the project and delineating tasks to the implementers. However, these issues have been worked out in meetings and correspondence. There was also some confusion about the project's requirements, but these have been solved by emailing the customer (Professor Keklak). Otherwise, there hasn't been any problems or issues.

Summary:

This week's focus was on implementation of the design. Progress wasn't as fast as originally scheduled but this was solved by the high safety factor. There is plenty of time to finish the project and work continues at a steady pace. Problems have been solved in in-person meetings and online correspondence.