Weekly Log for February 20-27 Team UdderStorm

Dawson Kelly-

2/21: We met at the Redwood Grove lounge and planned out our following weeks and the deadlines to come. We also coded a few things, I created the basis for the earth view section of the game.

2/22-2/24: Finished as much of the earth view as possible with the current state of the game.

2/26: We met for 4 hours in the 109 Jack Baskin lounge and I was able to update my earth view section to accommodate other parts of code. I also created a bottom menu.

2/27: We worked on putting our game together and bringing all of our different .js files together. I scrapped my bottom menu and used part of the code to create a side menu that was not on a separate canvas. Our tile engine, main menu, side menu, earthview ect. were all put together and work somewhat as imagined.

Conor Mahoney-

2/21: Meeting at Redwood Grove to discuss deadlines and revise and finish the design process.
Spent 3 hours creating pseudo-code for the playable game's tile engine. Additionally, we distributed various tasks to each group member.

2/22-2/25: Created a simple tile engine for the game that allows for drawing each visible grid in the engine. Implements mouse-based click and drag movement for the game.

2/26: Met for 3 hours in JBaskin 109 to finish programming the tile engine and interface it with resource management and building systems. Worked with Niklas to convert the tile engine to a brine-based system and combat the huge latency initially produced by that change.

2/27: Worked for two hours to finish the playable prototype for submission, including combining the tile engine with

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Niklas Carlson-

2/21: Group met at Redwood Grove to discuss deadlines and revise and finish the design process. Later on designed and implemented the main menu using photoshop.
2/22-2/25: Designed some sprites to be used in the 2/27 prototype.

2/26: Met for 3 hours in JBaskin 109 to finish programming the tile engine and interface it with resource management and building systems. Worked with Conor to convert the tile engine to a brine-based system and combat the huge latency initially produced by that change.

2/26-2/27: Modified Conor's tile engine to implement/modify features such as building placement, view dragging, and various other tweaks and optimizations.

2/27: Worked for several hours to finalize the playable prototype for submission. Specifically linking all game states and menus together.

Justin Farris

Established global variables for resources and buildings and determined each building's functions
Developed resource generation algorithms based on building types and amounts, according to our game time - real time relationship
Integrated javascript files in order to properly generate resources based on building placement, and to properly update the resource display accordingly
General finalization of the prototype

Milestones not met: Technology tree implementation
Milestones pre-maturely met: Update functions now almost fully formed (only slightly ahead of schedule)