

## Cybersecurity Exploration Game

### CyberExplorers

<https://github.com/thejduman/UrbanHitchcock-CapstoneDungeon>

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### WEEK 3 (FEB 27-MAR 5)

#### A. Weekly Accomplishments

Describe what task was completed and by whom. Complete sentences, paragraphs, and explanations are required. In parenthesis, provide the number of hours the team member worked on the specific task.

- 1) Julian fixed the bug in the quiz game where the correct answer was not being recognized correctly. The issue was that the index of the correct answer was not being assigned correctly.
- 2) Julian implemented score tracking in the quiz game. A count of the number of questions answered correct and incorrect is visible to the user.
- 3) Julian started to research how to use a database with Unity. He thinks that SQLite might be the most practical database to use for storing the questions for the quiz game. He found some resources on how to integrate SQLite with Unity.
- 4) Brian began to make a flexible template in order to insert text prompts and dialogue into the game. It is currently unfinished at the time of creating this document but so far, there is a way to store the text data, proceed along the text prompts with a click of the space bar, and the ability to select options on the text prompt with a click.
- 5) Brian has also begun research into pulling data from a database for the text prompts, specifically dialogue as currently they're using inserted strings within the Unity Engine.

#### B. Problems/Issues

Describe the problem/issue, who is working on it, what the cause is, what has been tried to solve it, expected resolution. Complete sentences, paragraphs, and explanations are required. Explain how it may affect the project schedule.

- 1) **As it stands, an issue arose when Brian made the error of creating a new Canvas for the text prompt feature, which in turn made button clicks unable to work since it wasn't tied to the Event System. Brian is working on said issue, and understands how to fix it, however, he also stated that given the amount of time it will take some time to properly move everything. It shouldn't severely affect the time schedule, but it would cause a delay.**

2) ...

3) ...

#### C. Next week's planned work

What do you plan to work on next week? Complete sentences, paragraphs, and explanations are required. If you have pending issues from section B, how will they affect next week's plan?

- 1) **Brian Plans to finish the text prompt and dialogue templates as when the structure is completed, the insertion and attachment of text and prompts to objects will be simplified. Similarly they intend to create more objects within the program to house these things.**
- 2) **Brian also intends to start working on the Journal Entry feature previously mentioned to where the player will be able to store and access information after finding and interacting with such within the program.**
- 3) **Julian will begin working on the data management for the game by creating a functional build and testing if it's possible to save and load data regarding currently progressed actions.**

#### D. Time log

Total Number of Hours worked on the project this week per team member.

**Urban:** (1 hr 45 min), **Hitchcock:** (3 hrs 18 mins) ...

**Total Weekly Team effort:** 5 hours and 3 minutes