**Cybersecurity Exploration Game**

**CyberExplorers**

[**https://github.com/thejduman/UrbanHitchcock-CapstoneDungeon**](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.

**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) …**

**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) …  
2) …  
3) …**

**D. Time log**

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

**Urban**: (1 hr 45 min), **Hitchcock**: (x hrs) ...

**Total Weekly Team effort**: x hours

**WEEK 1 (FEB 13-FEB 20)**

**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 worked on researching how to implement the quiz game. He found a tutorial on how to create a multiple-choice quiz game. We decided to not use a database to store the questions; instead, we will store them in an array. (1 hr 42 min) **2)** Brian started to create objects within Unity that the player can interact with. Once completed, these objects will open a text prompt on the screen when the player stands next to it and presses a button on the keyboard. (1 hr)

**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)** The implementation of the objects in the game currently does not have collision checking and does not cause a text prompt to appear. Brian is working on this problem. Brian has been looking at tutorials online to figure out how to solve these issues. This issue should not cause any deviation from the project schedule.

**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 solve the object implementation issue mentioned in part B. He plans to implement the text box that will appear when the user presses a certain key on their keyboard when standing near the object.  **2)** Brian will work on implementing the menu UI. A menu will be created that will have buttons for the major features of the game. This menu will appear when a certain key is pressed. The buttons in the menu will not be operational at this point as the features they link to have not been implemented yet. **3)** Julian will work on implementing the multiple-choice quiz game. A question will appear and there will be 4 options a user can click on. The game will check if the answer is correct or incorrect and print this to the console.

**D. Time log**

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

**Urban**: (1 hr 42 min), **Hitchcock**: (1 hr) ...

**Total Weekly Team effort**: 2 hr 42 min