

EE/CprE/SE 491 WEEKLY REPORT 8

04.10.24 - 04.16.24

Group Number: 07

Project Title: Gamified Security Awareness

Advisor: Thomas Daniels | **Client:** Sudesh Kannan

Team Members/Role:

Charan Gurramkonda - Team Organizer + Primary Communication

Charles Millar - Testing/Developing

Caleb Lemmons - Information Application Lead

Parker Schmitz - Technical Lead

Brayden Lamb - Design/Visual Lead

Derek Lengemann - Testing/Developing

● **Weekly Summary**

- This past week, we have made significant progress in developing our game in several key areas. First, we've outlined a basic script for our first level, which will manage operations through our terminal interface. Our front-end development is advancing well; we have been able to enhance our game's visuals by creating assets such as our sprite character and terminal interface. Additionally, our game designer has been producing some fantastic designs for our levels. We've also made a minor start on Level 2, focusing on enhancing game interactions. Lastly, we have a person or two dedicated to writing scripts that will enable saving progress within levels. Overall, our project is progressing well, and we're excited about the developments we are making!

● **Past week accomplishments**

- **Charan Gurramkonda:** I haven't made as much progress with the game as I hoped due to academic commitments, but I have managed to refine some sprite movement mechanics. Currently, I'm downloading a mock 2D game to experiment with how the 2D character interacts with their surroundings. This will eventually help in integrating the character's interactions with Brayden's designs and the terminal interface that Derek is developing.

- **Charles Millar:** During the past week I have been looking into how to create Unity scripts for saving player progress within CyEscape. I believe the best way to do this will be by level. This would allow the player to save completed levels but not stop and resume mid-level. I have also been further familiarizing myself with the Unity platform.
- **Caleb L:** This week has been slower than expected but I was still able to partially progress with the terminal scripting. Most of my efforts was put into researching the inner workings of C#'s and Unity's scripting syntax. With this information, I have begun to become more familiar with Unity's developer environment and have been slowly building off of the initial basic terminal script created last week.
- **Brayden Lamb:** This week I was hoping to get more visuals down but I had to change the software I was using so switching and learning about the new software took a bit of time out of my progress. I was able to create a few visuals for the first level.
- **Derek Lengemann:** I have continued my work on the design of the terminal and have been adjusting spacing and layout of the text within the terminal. I have mostly finished with my work and hope to be able to iron out a few bugs with inputting commands. I will hopefully be able to collaborate with Charan fairly soon here as we continue to form the first level.
- **Parker Schmitz:** The level loader I had originally envisioned was a little much for our project at the moment, so I scaled its capabilities back. Now the next level to be loaded is simply hardcoded into a load trigger. I also debugged an issue with movement, where if the player touched a wall just right while in the air, the player would be counted as grounded, even if they moved away from the wall. I also started looking at a way to implement an interactables system, such as interacting with NPCs, objects in the game world like buttons, screens, doors, etc.
- **Pending issues**
 - **Charan Gurrnkonda:** No pending issues on my side.
 - **Charles Millar:** I have no pending issues.
 - **Caleb L:** No pending issues.
 - **Parker Schmitz:** I have no pending issues.

- **Brayden Lamb:** No issues.
- **Derek Lengemann:** There are no pending issues.

Individual contributions

NAME	Individual Contributions	Hours This Week	HOURS Cumulative
Charan G.	- Front-End Sprite Development - Movement Mechanics - Experimenting With 2D Tutorials	3	33
Charles M.	- Level/Progress Saving Research - Unity Experimentation	3	35
Caleb L.	- Scripting Research - Terminal Development	3	33
Parker S.	- Basic, hardcoded level loader - “Interactables” system	3	33
Brayden L.	- Learning image-creating software - Creating visuals from scratch	6	46
Derek L.	- Terminal Development - Unity experimentation	5	43

- **Plans for the upcoming week (04.3.24 - 04.9.24)**
 - **Charan Gurrnkonda:** Honestly, I think if I focus this week's available time on getting a mock Level 1 out, I can definitely start playing around and get my sprite interacting with our background. This will help me better understand and refine the interaction dynamics within the game environment.
 - **Charles Millar:** In the upcoming week I hope to continue working on the development of level 2. I would like to get some sort of sprite or character implemented and some objects within the level for the player to navigate. I may look more into previously researched 2D assets to help with this plan.
 - **Caleb L:** My main goal for next week is to have a function terminal that would work for our first level. The first finished version will include traversal or informative commands (cd or pwd/ls) which should be more than enough for the first level. I plan to continuously make the terminals more complex for later levels. Before that, it would be ideal for our team to start conjoining and testing each game object together.

- **Parker Schmitz:** I intend to implement a system for interacting with things in the game world, whether that is an NPC, a button, a door, or anything else the player may interact with to cause a specific behavior.
- **Brayden Lamb:** My main goal for next week is to have a majority of the visuals done for the first level so the demo for the end of the semester can start coming together. Also put everything together in Unity so that I can show team members how to use assets.
- **Derek L:** My main goal for the week is to have ironed out virtually every bug within my terminal currently. Ultimately my goal will be to be able to combine my code into the project this week hopefully. Other than that I will continue building the first level and will continue refining my build of the terminal.
- **Summary of Weekly Advisor Meeting**

Meeting W/ Dr. Daniels About Game Dev. About Ownership Document

Brayden and Dr. Daniels talked about project progress and that the team should constantly test compatibility with the different systems so that we know early on what won't work together and see if the issue can be fixed before creating a whole system.