

## EE/CprE/SE 491 WEEKLY REPORT 7

03.20.24 - 03.26.24

**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

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### ● **Weekly Summary**

- This past week was heavily focused on academic work for us, so there was no major progress in development. However, we finalized the game's ending and will meet with our game development resource person 100% to discuss the creation process and delegate tasks accordingly. This will allow us to start coding and experimenting with game mechanics to prepare for our client meeting next week.

### ● **Past week accomplishments**

- **Charan Gurramkonda:** Collaborated with the team to brainstorm and finalize the ending of the game, we settled on a 'choose your own adventure' scenario where the user will be able to test themselves on their deserved cyber security concept.
- **Charles Millar:** During the past week our group developed final game level ideas for CyEscape. We went with an approach which supports different levels of difficulty. The idea would be that the player can choose their own path or way to end the game each of which will uncover a different storyline. This would also provide us with the opportunity to incorporate different achievements based on the path taken which aligns with our client's vision for the game.

- **Caleb L:** Our brainstorming session continued through the early part of this week but besides the storyline brainstorming, no critical progress was made on my end. With midterms concluding, the team and I plan to come back in full force by beginning to attempt game development. The goal is to have a prototype ready for the end of the semester.
- **Brayden Lamb:** As a group, we developed the final game level ideas for CyEscape. The idea we decided on was that the player could choose their own path or ending to the game which will have a different ending depending on what they choose.
- **Derek Lengemann:** We have continued to brainstorm ideas throughout the week. We came up with an idea to give our players freedom to decide how they want to tackle the last part of the game. With our storyline even further fleshed out, we will begin working on our development and the beginning of our game. Our ultimate goal is to be able to have a bit of a working prototype by the end of this semester.
- **Parker Schmitz:** I continued to look at implementing a flexible level change system, with the ability to have one or multiple exits to one level or room, each leading to a different level or room.
- **Pending issues**
  - **Charan Gurramkonda:** No pending issues on my side. Ownership Discussion w/ Client is still pending.
  - **Charles Millar:** I have no pending issues.
  - **Caleb L:** No pending issues.
  - **Parker Schmitz:** Save last week's concerns, I have no pending issues.
  - **Brayden Lamb:** No issues.
  - **Derek Lengemann:** There are no pending issues.

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**Individual contributions**

NAME	Individual Contributions	Hours This Week	HOURS Cumulative
Charan G.	- Final Level Discussion	3	26
Charles M.	- Final level ideas	2	26
Caleb L.	- Storyline/Level Design contribution	2	24

Parker S.	- Work on level change system, code restructuring	1	27
Brayden L.	- Final Level Idea	2	35
Derek L.	- Level designs, storyline	3	28

- **Plans for the upcoming week (03.5.24 - 03.19.24)**

- **Charan Gurramkonda:** I intend to reach out to our game designer and arrange a meeting with us to discuss game development strategies and the best approach to dividing into teams for programming. I aim to serve as the moderator in the conversation, with the goal of solidifying the basic details so we can start development as soon as possible and eventually present our prototype.
- **Charles Millar:** In the upcoming week I hope to focus more on development. Parker has given our group a good starting foundation and I would like to help build on his progress so far. I want to also look more into the Unity asset store and see if I could find some cool character models for our game.
- **Caleb L:** As we wait to present our full game's storyline to our client, our team is researching ways to get started with prototype development. After our client meeting, we plan to revise our storyline as needed taking into account our clients thoughts. With our story basically done, I plan to contribute to the prototype creation process and continue diving deeper into the actual level implementation.
- **Parker Schmitz:** I plan to get the level change system working the way I want it to. If that is completed, my next work will probably be on managing input/controls for the game.
- **Brayden Lamb:** In the upcoming week I would like to make assets in Blender to add to Unity. I would then like to make the first room in Unity to show to the group at the meeting. Would like to start working on the Prototype and getting a shared Unity project together for the group.
- **Derek L:** During the next week I hope to work with my team to start looking at developing the game. After our client meeting, we will have a better understanding of where to begin and how to revise our plans and create the best possible product. I plan to continue to contribute towards our development process for this project.

- **Summary of Weekly Advisor Meeting**

Meeting W/ Dr. Daniles About Game Dev.