EE/CprE/SE 491 WEEKLY REPORT 8

03.27.24 - 04.02.24

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

- **<u>Weekly Summary</u>**
  - This week was pivotal for our team, as we held a game development meeting with our client. We outlined our strategy for building the game, identified the resources needed, and decided on the team divisions. With the majority of the planning phase now behind us, we're ready to shift our focus to accelerating the development process.

- **<u>Past week accomplishments</u>**
  - **Charan Gurramkonda:** My achievements over the past week align with those of the rest of the team, as I've gained a clearer understanding of my future role. I took diligent notes during our meeting with our client and facilitated the discussion. Moving forward, I will continue to serve as the project manager, and I'll also be collaborating with my group mate Derek on developing the first level of CyEscape in Unity.

  - **Charles Millar:** Over the past week our team has started planning out our development phase. We have broken our group down into smaller teams with level specific roles. Unity does not support multiple people working on the same project, so we have decided to assign individual levels to each group member. Once each level is complete we will combine all the levels to complete the final game. I have also started a document with links to different Unity assets which could be useful to our game.

- **Caleb L:** Our team has officially finished our storyline which starts to take us out of the design phase as we now move on to delegating tasks around the implementation of a working demo for the end of the semester. After presenting our story and asking for game development feedback, we learned that our clients love our story idea, but we also got tips on how to begin implementing video games through Unity. With this, our team comes that much closer to our finished Demo. On the side, I have begun gamifying a few more Cybersecurity concepts again, beginning with IDOR.

- **Brayden Lamb:** I have put some effort into the design and assets of the game. I was sick for the majority of the week but did what I could to progress the project. We are working towards a demo for the end of the semester now.

- **Derek Lengemann:** With our storyline finally finished up, we can move on to building the levels and world that surrounds our game. We have begun delegating tasks for projects and will begin working towards implementing our design ideas that we have constructed. Our plan is to have a demo by the end of the semester, and with the tips that we have received from our clients who have extensive experience within the field we will have no problem achieving our goal.

- **Parker Schmitz:** I initialized the version control for our project in the GitLab repository provided by the University. I pushed my initial work on the game to it, and it is now able to be imported into Unity by the rest of the group. Otherwise, I was focused on projects and quizzes for some of my other classes.

- **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:** 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.	- Meeting W/ Sebastian - Exploring Level Assets	3	28
Charles M.	- Exploring character assets on Unity	3	29
Caleb L.	- Storyline/Level Design contribution - Cybersecurity Concept Integration	2	26
Parker S.	- Initialized GitLab repository	1	28
Brayden L.	- Final Level Idea	2	37
Derek L.	- Level designs, storyline	3	28

- **Plans for the upcoming week** (04.3.24 - 04.9.24)
  - **Charan Gurramkonda:** I intend to familiarize myself with the game assets in Unity and collaborate closely with Derek on the front-end development of the first level. Additionally, I will make sure the rest of the team is clear on their responsibilities and help bring our group mate Brayden, who has been ill, up to speed on upcoming tasks.

  - **Charles Millar:** In the following week I hope to dive into development of levels on Unity. I would like to get familiar with the user interface and play around to create a prototype or test mechanics.

  - **Caleb L:** I plan to begin getting familiar with the Unity UI and C# language. I was tasked with the script writing for the first level so I will be researching how to write useful scripts.

  - **Parker Schmitz:** I will (hopefully) continue work on the level loader.

  - **Brayden Lamb:** Continue to work on the design of the first level so we can get a little taste of what the game will look like and can make changes to the design if needed.

  - **Derek L:** I plan to begin working on the first level of our game within Unity. Building an interactive terminal and supply closet will form our first level. Working with Charan, we will build the front-end of this level and will continue to familiarize ourselves with C# and Unity.

- **Summary of Weekly Advisor Meeting**

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