

EE/CprE/SE 491 WEEKLY REPORT 8

04.03.24 - 04.09.24

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 split into teams and began developing our solution. We also had our client meeting where they requested a document detailing the strengths and weaknesses of our team, and the reasons behind our role assignments. For instance, Charan and Derek are working on front-end development in Unity for Stage 1 of the game. We need to outline what skills they possess and any limitations that make them suitable for that role. We are sharing these insights with each other and continuing on the game design journey, hoping to make significant progress this week.

● **Past week accomplishments**

- **Charan Gurramkonda:** I played around with Unity a bit and began developing sprites. Derek, Brayden (our design lead), and I had a meeting to discuss the components we'll include in Level 1, basing our decisions on Seb's notes from our game design resource meeting. We've laid out the starting plans for development and hope to go full throttle this week to try and create a small mockup.
- **Charles Millar:** Over the past week I have been playing around with Unity. I have looked into more assets which will be relevant to our project. I have been watching

tutorials and reading material which gave me basic knowledge of Unity development.

- **Caleb L:** This week I began researching and playing around with how scripting in Unity works. I learned a lot about how game development is structured in Unity as well as how scripting is incorporated. I have also created a basic script for a terminal used in the first few levels. The similarities between Java and C# are vast and have made the transition pretty seamless so far.
- **Brayden Lamb:** Charan, Derek, and I had a meeting to discuss the components we'll be creating in Level 1. We made some starting plans for the development of level 1 and I got a design request from them on what they want level 1 to visually look like. I was looking at more Blender material to make assets for the game.
- **Derek Lengemann:** I've been messing around with Unity and with Charan and Brayden, have begun to develop the first level. We held a meeting to make sure all of our ideas are aligned and have laid out our plans as to what we would like to do for the first level. We hope to create a mockup this week and I have begun to work on creating the terminal.
- **Parker Schmitz:** I came up with some more implementation ideas for the level loader. Otherwise I've been putting most of my focus into other classes at this time of the year.
- **Pending issues**
 - **Charan Gurrnkonda:** 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.	- Sprite Movement Development - First Stage Ideas	4	30
Charles M.	- Asset Research - Level Planning	3	32
Caleb L.	- Scripting Research - Terminal Development	4	30
Parker S.	- Basic game systems	2	30
Brayden L.	- Level 1 Visual Planning - Blender Research	3	40
Derek L.	- Terminal Development - First Level Ideas	5	35

- **Plans for the upcoming week (04.3.24 - 04.9.24)**

- **Charan Gurramkonda:** I hope to continue development with Derek and assign minor tasks to both of us, such as building the Terminal or adding movement capabilities to the sprite. Since I'm already working with the sprite, I plan to find a 2D tutorial on playable characters and adjust the code to see how it affects the interface. I'll apply what I learn to our game.
- **Charles Millar:** In the upcoming week I hope to dive further into development. I think it will be very rewarding to start bringing our levels to life. I could also start looking into scripts which will make some of our game concepts work.
- **Caleb L:** The plan moving forward will be to continue learning the inner workings of Unity and to build off of my basic terminal script.
- **Parker Schmitz:** A system for loading the next/other levels/areas will be implemented.
- **Brayden Lamb:** I hope to get as many assets and visuals done for the first level so we can make changes and get closer toward our first prototype for the end of the semester.
- **Derek L:** I hope to continue my development of the first level with Charan, giving us each minor tasks to complete. I plan to continue working on constructing the terminal as of right now and to eventually combine Charan and I's projects into one program at some point.

- **Summary of Weekly Advisor Meeting**

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