

# EE/CprE/SE 492 WEEKLY REPORT 1

End Of 491 - 9.5.2024

Group Number: 07

**Project Title:** Gamified Security Awareness Training

**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**
  - **Past week accomplishments**
    - **Charan Gurramkonda:** Become familiar with Unity again and update design doc.
    - **Charles Millar:** Become familiar with Unity again.
    - **Caleb Lemmons:** Re-familiarize myself with the project and Unity's software.
    - **Brayden Lamb:** Re-familiarize myself with the project and work on some designs.
    - **Derek Lengemann:** Become familiar with Unity again.
    - **Parker Schmitz:** Become familiar with Unity again.
  - **Pending issues**
    - **Charan Gurramkonda:** No pending issues. Just have to get working!

- **Charles Millar:** No pending issues.
- **Caleb L:** Getting back into the groove.
- **Parker Schmitz:** No pending issues.
- **Brayden Lamb:** No pending issues. Just have to get working!
- **Derek Lengemann:** No pending issues.

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**Individual contributions**

NAME	Individual Contributions	Hours This Week	HOURS Cumulative
Charan G.	Creating environments in Unity, getting character movement working, helping with game design, and mock interactions.	2	2
Charles M.		0	0
Caleb L.	Remembering Unity & playing with scripts No tangible contributions	3	3
Parker S.		0	0
Brayden L.	Looking though design documents and making a design list	2	2
Derek L.		0	0

- **Plans for the upcoming week (02.07 - 02.13)**

- **Charan Gurramkonda:** Attempt to env. interactions with basic objects.
- **Charles Millar:** Work on character sprites
- **Caleb Lemmons:** Testing character movement in Unity. I was assigned to create a character movement script for our game.
- **Parker Schmitz:** Help with level creation
- **Brayden Lamb:** Make some designs for levels
- **Derek L:** Work on Terminal scripts

- **Summary of weekly advisor meeting**

Revamped the design document based on advisor feedback, with a key focus on addressing high-risk, complex tasks and developing a plan to tackle them. For us, this includes creating sprites, environmental interactions, and implementing game-saving features. The Unity grind begins now...