

EE/CprE/SE 492 WEEKLY REPORT 2

9.6.2024 - 9.19.2024

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

- **Weekly Summary**

We became more familiar with Unity and successfully implemented the features for Level 1. This included completing most of the sprites, such as lights, tables, walls, and more. We also finished the main character's animations, finalized the code, and ensured that everything integrated smoothly while maintaining cohesion throughout the process

- **Past week accomplishments**

- **Charan Gurramkonda:** Mastered movement mechanics and began working on interfacing with objects on Unity. Derek has almost completed his code for level 1 so I cannot wait to try out the mechanics with that. Nextt, Charlie's main character he is making, we are trying to animate it and put it in the game.
- **Charles Millar:** During the past week I worked on sprites for our game. I discovered how to animate the sprites from a sprite sheet. This animation makes the sprite characters look like they are moving in different directions based on whichever arrow key is pressed.

- **Caleb Lemmons:** Continued getting familiar with Unity, specifically making scripts with the start and update functions. Started research and scripting NPC interactions and dialogue/speech bubbles.
- **Brayden Lamb:** Made some sprites and designs for the level 1 environment.
- **Derek Lengemann:** Continued creating and working on the terminal and the files that will exist within the first level.
- **Parker Schmitz:** I refactored and simplified the movement code so it's less of a mess to read through, and hopefully easier to tweak. I looked at the terminal code that Derek was working on to see if it could be adapted within a scene, rather than being a separate scene altogether.
- **Pending issues**
 - **Charan Gurramkonda:** None.
 - **Charles Millar:** I'm working on drawing our main character as a sprite, but I am not very good at drawing.
 - **Caleb L:** Tweaking the script for NPC interaction and dialogue 'tree'.
 - **Parker Schmitz:** None.
 - **Brayden Lamb:** Scene switching issue to solve with Charan.
 - **Derek Lengemann:** None.

Individual contributions

NAME	Individual Contributions	Hours This Week	HOURS Cumulative
Charan G.	Object Interaction	2	4
Charles M.	Sprite animation	5	5
Caleb L.	NPC interaction and Dialogue Tree	4	7
Parker S.	Refactored movement code to make it more readable	3	3
Brayden L.	Designed some sprites for level 1	6	8
Derek L.	Terminal behavior	4	8

- **Plans for the upcoming week (09.20 - 09.27)**

- **Charan Gurramkonda:** Completed the hardest parts of the level, including character interactions with the environment, such as picking up objects, opening doors, and similar tasks. (Derek's Code is integral in this)
- **Charles Millar:** During the upcoming week I am hoping to start working on drawing our main character. I will need to draw a bunch of different angles of the character so that the character can be animated. If I complete the original drawing I will continue on to draw our character in different level-based outfits.
- **Caleb Lemmons:** Continuing the script for NPC interaction and dialogue
- **Parker Schmitz:** Analyze Derek's implementation of the terminal and see if it can be adapted to be used within a scene. Also return to working on how to change levels.
- **Brayden Lamb:** Continue making designs/sprites for level 1
- **Derek L:** Continue finalizing the terminal and looking into the transition between terminal and outside level
- **Summary of weekly advisor meeting**

We email him every other week, so this week was an email, and next week will be in person. So far, we are staying on track.