EE/CprE/SE 492 WEEKLY REPORT 3

9.20.2024 - 10.3.2024

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**

  The main objective for this week was to complete Level 1, and although we faced challenges with group participation due to some members being absent, we managed to get 70% of it done, alongside 60% of Level 2. While we're still slightly behind schedule, I feel like we worked hard this week and are on track to wrap up the first two levels soon. The biggest pros this week were the sprite design team's excellent work, while the main cons were definitely the ongoing challenges with Unity, particularly when interfacing with certain code and other details.

- **Past week accomplishments**

  - **Charan Gurramkonda:** Create the Level 1 layout and interface with sprites, along with setting up environmental variables. Derek experienced a slight delay in his plans, so I plan to meet with him on Friday or over the weekend to finalize and publish his code for Level 1. Good news is, we have an excellent start for Level 2.

  - **Charles Millar:** During the past week I have been working on the main character sprite. I have come up with three different designs, two of which were hand drawn, and one which was generated with a character sprite generator. Our group has decided to go with the generated sprite because the design is clean and consistent across the sprite sheet which would be much harder to do with hand drawn sprites.

- **Caleb Lemmons:** Cleaned up the NPC interaction & dialogue scripts. Basically finished with the logic, just need to add choices for the player and start adding consequences for their speech choice.

- **Brayden Lamb:** I worked on finalizing the level 1 sprites. I was able to complete my goal and get the assets done so we could put the first level together. I started brainstorming ideas on sprites I could make for the next level and for the game in general.
- **Derek Lengemann:** I worked on cleaning up and improving the terminal. Specifically I fixed the way it scrolled down when new text was added and how to handle when a lot of text was input into the line. All the commands for the first level have been implemented and bug tested.
- **Parker Schmitz:** I was able to import the terminal into a different scene. It was essentially a drag and drop situation, where I made the terminal a prefab and inserted it into a different scene. I also looked at getting the terminal to show up when an object in the game is interacted with, and to close it when prompted, or when moved away from.
  I also moved the project on to GitHub, so we do not require the VPN to access the repository when we are off campus.

- **Pending issues**
  - **Charan Gurramkonda:** Meeting with Derek to figure out Terminal code.

  - **Charles Millar:** Struggling to edit generated sprites to be customized to our game.

  - **Caleb L:** Making the scripts more modular. The plan is to be able to copy and paste the scripts into any scene and outside of changing the dialogue, it should all be usable (Figuring that part out).

  - **Parker Schmitz:** None.

  - **Brayden Lamb:** Scene switching issue to solve with Charan. I was quite busy with the career fair and a personal situation so I wish I could have gotten the sprites done sooner so we had more time to put level 1 together.

  - **Derek Lengemann:** Meeting with Charan to figure out Terminal and scene switching.

Individual contributions

NAME	Individual Contributions	Hours This Week	HOURS Cumulative
Charan G.	Putting Level 1 Together	3	7
Charles M.	Sprite animation, Sprite Generation, Hand drawn sprite concepts	5	10
Caleb L.	NPC interaction and Dialogue Tree	3	10

Parker S.	Imported terminal to a different scene and made interactable objects pull up the terminal. Moved repository to GitHub	3	6
Brayden L.	Finished all the required sprites for level 1 and brainstormed some sprite ideas	8	16
Derek L.	Terminal command bug fixing Overall Termianl presentation improvements	4	12

- **Plans for the upcoming week (10.4 - 10.17)**

  - **Charan Gurramkonda:** In the upcoming week, I plan to assist Caleb in putting Level 2 together and ensuring we get back on track with our timeline. Furthermore, we intend to schedule our first formal check-in with our client this semester, as they have been very busy. Excited to show them the first two.

  - **Charles Millar:** In the upcoming week I want to look into how our main character sprite can become more customizable to better fit each individual level. Our initial plan was to have our sprite change outfits at specific points in the game, so I am going to look into how we can get that done.

  - **Caleb Lemmons:** Finish cleaning up the dialogue and interaction.

  - **Parker Schmitz:** Flesh out "interactables", and perhaps make a system to easily set something as "interactable" and have it do different things based on what is interacted with.

  - **Brayden Lamb:** Level 2 sprites and brainstorming ideas to add to the environment

  - **Derek L:** In the upcoming week I plan to continue to fix up the terminal as when displaying the ascii logo it does not look the best due to its size. I also plan to implement more commands for future levels for the terminal.

- **Summary of weekly advisor meeting**

  We have an in-person meeting with Dr. Daniels coming up as well as client check-in.