

## EE/CprE/SE 492 STATUS REPORT 4

10.4.24 - 10.31.2024

**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**

Our main objective this month was to wrap up Level 1 and 2 and make good headway on Level 3 and 4. As it stands, Level 1 and 2 are mostly complete, but we have not made as much progress on Level 3 and 4 as we would have liked. After some deliberation, we have a plan for the next few weeks to make better headway: Charan, Derek, Parker, and Caleb will work on just the mechanics for Level 3 and 4, and Charles and Brayden will continue on the art side. The actual level and the art will be refined later, once we have the basic mechanics programmed and tested. Our thinking is that the mechanics of the level (what we want the player to do and what parts of the game interact) will take more time than designing a full level layout, because actually creating the level is simply moving platforms around to where we want them. With only a month and a few weeks left of the project, we have to start prioritizing the more complex and important parts of the game so they are ready and working by the time of the demo.

- **Past week accomplishments**

- **Charan Gurramkonda:** Completed Level 1 with Derek and Parker. Revisited and laid out the foundations for Levels 3 and 4. Started development on Level 3 and assigned tasks to the group for next steps.
- **Charles Millar:** During the month of October I have worked on multiple game assets. I generated character sprites for levels 1 and 2 for the main character as well as NPCs. I have also been working on a hallway background sketch for future levels.

- **Caleb Lemmons:** Completed Level 2 scene mechanics, including NPC interactions and eavesdropping dialogue. Added a social engineering minigame with right and wrong choices, and implemented sprites for a polished look.
- **Brayden Lamb:** Completed Level 2 sprites
- **Derek Lengemann:** Completed Level 1 Terminal layout and scrolling. Will continue to refine the design of the terminal and have begun adding functionality for more commands for levels 3 and 4.
- **Parker Schmitz:** Added finishing touches for mechanics in Level 1.
- **Pending issues**
  - **Charan Gurramkonda:** Currently working on Level 3 and bringing it all together. Not really struggling with anything at the moment; just need to stay focused and work efficiently. Planning to have random work sessions throughout the week this and next week to keep up the momentum.
  - **Charles Millar:** I am currently struggling to convert a background sketch into an image which is usable for our game. The sketch will need color and texture to bring it to life, but I can only do so much with Krita. I am looking into other options.
  - **Caleb L:** Challenges with debugging and tweaking the scene (Fixing text output in dialogue, stopping Player sprite from spinning)
  - **Parker Schmitz:** Other stuff has taken my attention away from the project, and time is running out.
  - **Brayden Lamb:** I had some personal life issues come up so I wasn't able to get as much as I wanted done in this timeframe
  - **Derek Lengemann:** Challenges with displaying the outputs of certain commands.

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### **Individual contributions**

<b>NAME</b>	<b>Individual Contributions</b>	<b>Hours This Week</b>	<b>HOURS Cumulative</b>
Charan G.	- Player Movement - Player Interaction - Terminal Interfacing	3	40
Charles M.	- NPC Characters - Level Backgrounds	3	40

Caleb L.	- NPC interaction and Dialogue/Social Engineering minigame - Tweaking and debugging	4	32
Parker S.	- Finishing touches on Level 1 mechanics	4	33
Brayden L.	- Finished sprites for level 2	3	30
Derek L.	- Terminal commands and display		

- **Plans for the upcoming weeks (11.1 - 11.14)**

- **Charan Gurrankonda:** Planning to complete the fundamentals for Level 3 by the end of next week. We'll assign tasks as a group to maximize effort, aiming to start Level 4 and outline Levels 5 and 6. Crunch time!
- **Charles Millar:** I plan to continue working on backgrounds and characters. I will also be available to begin work on other assets my team members discover that they need during development.
- **Caleb Lemmons:** Continue tweaking level two and testing for bugs. Add the background for lvl.2. Possibly starting at level 3 or 4.
- **Parker Schmitz:** Start looking at the mechanics for levels 3 and 4, extend level 1 with more gameplay.
- **Brayden Lamb:** work on level 3 and level 4 sprites and designs
- **Derek L:** Continue working on the display of the terminal and handling various commands.

- **Summary of weekly advisor meeting**

Dr. Daniel's guidance so far has been great with the development process. We plan to schedule a meeting with him next week to catch up, as he hasn't been available recently.