

# EE/CprE/SE 492 STATUS REPORT 5

11.1.24 - 11.14.2024

**Group Number:** 07

**Project Title:** Gamified Security Awareness Training

**Advisor:** Thomas Daniels | **Client:** Sudesh Kannan

## **Team Members/Role:**

Charan Gurrankonda - 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**

Huge week here! We met with our client, Allstate Insurance, and they were impressed with the current status of our game. They particularly appreciated the design, and we also had a debugging session with Seb, a game designer and a member of their team.

We've completed Levels 1 and 2, are halfway through Level 3, and have started work on Level 4, definitely paving the way for the final two levels of the game. The week was packed with planning, work sessions, and ensuring everyone had clear tasks to move forward.

### ● **Past week accomplishments**

- **Charan Gurrankonda:** Completed Levels 1 and 2 with the team and assigned responsibilities for Levels 3 and 4. Planned out Level 5 as well. I've taken on more of a leadership role in this process and feel like we're staying on top of everything. We've had lots of discussions, brainstorming sessions, and productive work meetings. Proud of what we've accomplished together!
- **Charles Millar:** During the past weeks I have created a sprite that will be used as the prison guard to the main character's cell during level 4. I have also helped to brainstorm ideas with the group of how to implement our plans through development. Outside of these contributions I have drawn some brainstorm type sketches to try and envision what the backgrounds of our levels could look like.

- **Caleb Lemmons:** Finished the design of level 2 (outside of some little bugs I plan to come back to later). Added all sprites, animations, and created new level manager scripts. Moving on to Level 3's mechanics, focusing on making sure the new set of terminal commands function correctly.
- **Brayden Lamb:** Created more sprites for level 2, and made the required sprites for level 3 and level 4. Added background music for the game. Created some audio files that will be used in-game.
- **Derek Lengemann:** Worked on refining the terminal for level 1 and worked on creating the commands for level 3.
- **Parker Schmitz:** Started work on level 3 and level 4. Also helped fix some bugs in level 1 and level 2. Fixed some issues others were having with Git.
- **Pending issues**
  - **Charan Gurramkonda:** Git is tough to work with but we are adapting!
  - **Charles Millar:** none
  - **Caleb L:** Getting the Idle animation for the player and NPCs to look normal. That is the main bug I have in level 2 but getting level 3 working is the current main challenge.
  - **Parker Schmitz:** Git is being wonky.
  - **Brayden Lamb:** None
  - **Derek Lengemann:** None

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### **Individual contributions**

<b>NAME</b>	<b>Individual Contributions</b>	<b>Hours This Week</b>	<b>HOURS Cumulative</b>
Charan G.	<ul style="list-style-type: none"> <li>- Level 1, 2 Play Test/Debug</li> <li>- Plan Out Level 3,4 W/ Documentation</li> <li>- Level 3 Foundations</li> <li>- Assign Responsibilities</li> <li>- Terminal Interfacing</li> </ul>	5	39
Charles M.	<ul style="list-style-type: none"> <li>- Sprite Characters</li> <li>- Level Backgrounds</li> </ul>	3	43
Caleb L.	<ul style="list-style-type: none"> <li>- Lvl 2 Dialogue/Social Engineering minigame</li> <li>- Tweaking and debugging</li> </ul>	7	39
Parker S.	<ul style="list-style-type: none"> <li>- Started on level 3</li> <li>- Fixed various issues in level 1 and 2</li> </ul>	6	39

Brayden L.	<ul style="list-style-type: none"> <li>- Created more sprites for level 2, made the required sprites for level 3 and level 4</li> <li>- Added background music for the game</li> <li>- Created some audio files that will be used in-game</li> </ul>	10	50
Derek	<ul style="list-style-type: none"> <li>- Lvl 1 terminal refinement</li> <li>- Lvl 3 terminal commands</li> <li>- Lvl 4 terminal Refinement</li> </ul>	10	45

- **Plans for the upcoming weeks (11.1 - 12.5)**

- **Charan Gurramkonda:** Focus on wrapping up Levels 3 and 4 and beginning work on Level 5 and setting up 6. Complete the lightning talk and prepare for next week's meetings with the professor and advisor. It's a big week before Thanksgiving, pushing hard on this project now to avoid menial work over the break and make some real progress!
- **Charles Millar:** In the upcoming weeks I hope to create any character sprites needed for levels 3-6. I will also be helping Brayden with any other kind of sprites needed for the levels.
- **Caleb Lemmons:** Start the level 3 implementation and fit in some level 2 debugging if I have time.
- **Parker Schmitz:** Implement gameplay mechanics for levels 3 and 4.
- **Brayden Lamb:** Finish level 3 and 4 designs. Get/Create sound effects for the actions in-game.
- **Derek L:** Continue refining the terminal for level 3 and 4

- **Summary of weekly advisor meeting**

We have a meeting with our advisor next week following our meeting with the senior professor.