

# WARGAME PROGRESS REPORT

Week 5: February 28th - March 5th

*Reid Coates* | Client Coordination and Backend Development Lead

*Jack Kelley* | Organization Lead and Frontend Development

*Alexander Hassan* | Testing Lead and Frontend Development

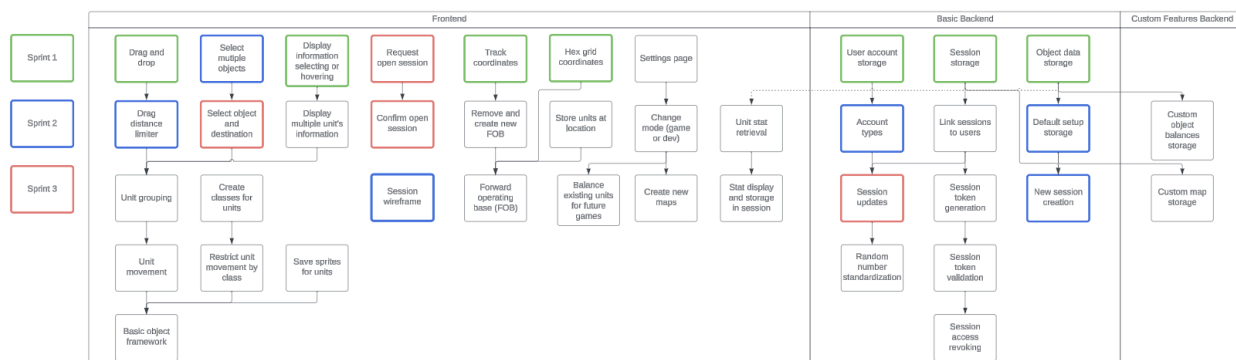
*Luke Muilenburg* | Frontend Development Lead

Group 23 | sddec24-23 | EE/CPRE/SE 491

Client: Reid Coates (AFROTC and Major Stephanie Jones)

Advisor: Ahmed Shakil

# WEEKLY PROGRESSION



## Scrollable List Research - **Jack Kelley**

- I began looking into how to create a scrollable list of images within GameMaker Studio. This will be used for displaying the available asset cards to a user when playing the game. Not much progress was made development-wise, more so figuring out how to tackle the development

## Drag Distance Limiting - **Alex Hassan**

- Currently developing and investigating how to limit the user's ability to drag a sprite on the game map. This will allow the game to be much more playable as each sprite has a movement range as per game rules.

## Zoom In/Out, Pop ups, and sprite research - **Luke Muilenburg**

- Currently bug fixing camera controls and still working on pop ups. I also began to research how to create and manage collision of sprites in Game Maker Studio 2.

### Mock Database with CSV functionality - **Reid Coates**

- Created a modular mock database with a CSV file for the Springboot application and verified its function on the VM server. Mock database has minor search and add features for testing purposes only. Future plans include building automated testing suites and also Postman testing tools for future development. Bugs were found in the search feature and will be focused on in this next week to ensure the feasibility of this short term solution.

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# PENDING ISSUES

## Gameboard Scaling

- Our original intent was to provide the ability to scale the size of the game board grid to better fit whatever map the user may choose to upload, but the capabilities of GameMaker Studio have made developing a hexagonal grid more complicated than we originally thought. We need to decide how we want to go about implementing the scaling or if we want to scrap the idea altogether.
- Note: This has been here for multiple weeks at this point because it is an important design choice that needs to be made eventually, but isn't an issue that we can confidently resolve at this time.

## Database Long Term Solution

- CSV files are not good long term solutions nor are they particularly scalable. A better and more robust solution needs to be found before testing with actual users or any sort of large traffic.

# INDIVIDUAL CONTRIBUTIONS

Team Member	Contribution	Weekly Hours	Total Hours
Alexander Hassan	Investigated and started developing a drag limiter to each sprite generated on the game map.	3	27
Jack Kelley	Researched how to add a scrollable list of images to GameMaker Studio for adding list of available game assets in the future	3	29
Reid Coates	Created Mock Database using Java and CSV files as well as pushed and packaged code to VM server.	7	32
Luke Muilenburg	Researched how to create and work with sprites. Working through some bugs, particularly with camera controls in GM Studio.	2	21

# NEXT WEEK

Task	Members	Completion Date
Implement the user's ability to select multiple assets (Will branch off the main branch if there is a baseline in the main branch at the time of development)	Alex	3/12
Commit a common baseline of source code to be merged into the main branch.	Jack	3/12
Update proof of concepts to new Backend framework (minor tweaks to GML files).	Reid	3/12
Create proof of concept for multiple delayed http requests with asynchronous and varied return times to prove correct handling of multiple users.	Reid	3/12
Start work on sprites and figuring out how they work in GM Studio. Finish off camera controls.	Luke	3/12
Fix issues with source control on my end with my local repository	Luke	3/12