

# WARGAME PROGRESS REPORT

Week 6: March 12 - March 19th

***Reid Coates*** | Client Coordination and Backend Development Lead

***Jack Kelley*** | Organization Lead and Frontend Development

***Alexander Hassan*** | Testing Lead and Frontend Development

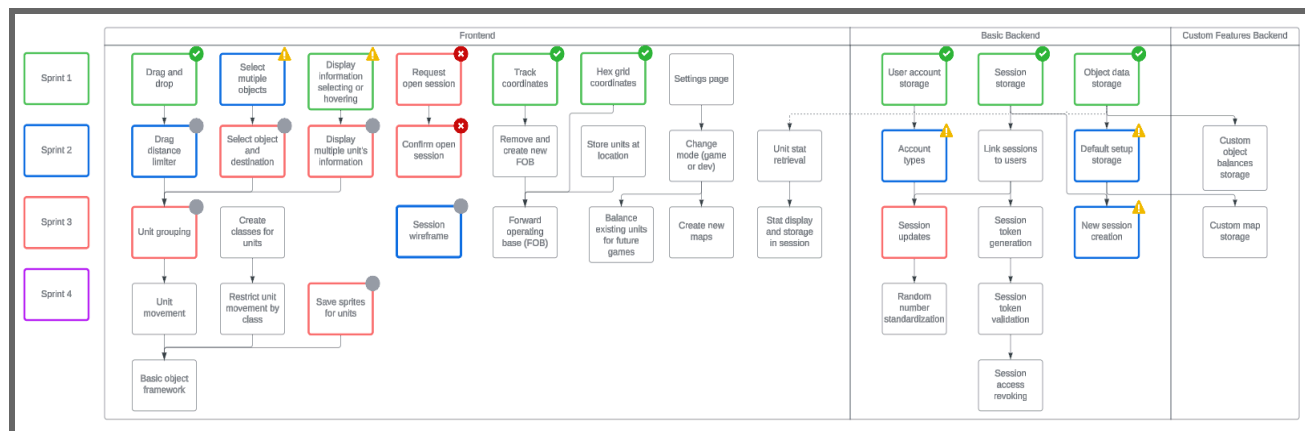
***Luke Muilenburg*** | Frontend Development Lead

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

Client: Reid Coates (AFROTC and Major Stephanie Jones)

Advisor: Ahmed Shakil

# WEEKLY PROGRESSION



## Analyzing Current Progress and Brainstorming Next Steps - **Jack Kelley**

- We have a lot of proofs of concept at this point for the backend and various components on the frontend. At this point, we need to figure out how we want to start piecing together our proofs of concept to start making progress on the game and implementing logic. This will give the project more direction and make task assignment easier moving forward.
- The proposed plan is to start by building the framework for 2 players to enter a game together and turn by turn move pieces, with the pieces updating for each player. This will provide a basis for the game logic to be added into, as well as gives a means for simple testing of game logic as it is added to the game.

## Merging Current Concept Branches to Common Base - **Alexander Hassan**

- In order to merge our current programming work together, A branch off of the current Main branch with a common baseline and other features, was created. This allowed my proof of concept features to actually be implemented into the actual deliverable design.

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### Bug Fixes for Camera Controls and menu progress - **Luke Muilenburg**

- I fixed some bugs with the zoom camera function. Chief among these was that the game board would appear to duplicate if you zoomed out too far. This no longer happens. I made progress on getting menu pop ups to show up at the correct x,y coordinate associated with the game piece selected, but I still have more work to do on these.

### Updated Proof of Concepts to New Backend Framework - **Reid Coates**

- Changed how the GML handles json exchanges to backend in order to reconnect the front and backend web traffic handlers built in the initial proof of concept.

### Asynchronous HTTP Request Proof of Concept - **Reid Coates**

- Created proof of concept for multiple delayed http requests with asynchronous and varied return times to prove correct handling of multiple users and the same user in order to keep web traffic distinct in production. The bugs run into currently stem from multiple buttons contributing to the number of requests made (Two buttons on screen means two requests even when only one is selected) and this is faulty behavior.

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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.

## Source Control for Camera

- Resolve issues with source control to get the camera project correctly added to gitlab.

# INDIVIDUAL CONTRIBUTIONS

Team Member	Contribution	Weekly Hours	Total Hours
Alexander Hassan	After adapting my code to Jack's initial baseline commit to the main branch, I merged the Code to the main branch.	3	30
Jack Kelley	Committed code to main branch to begin working towards a common frontend code base, started brainstorming next steps and direction of progress	3	32
Reid Coates	Created web traffic proof of concept for asynchronous behavior. Updated older proofs of concept to changes in Backend codebase.	4	36
Luke Muilenburg	I did a significant amount of bug fixing on the camera control module and reorganized the source code to make it easier for others to edit. I am still making progress on the pop up module and full functionality for it. It has been a lot more difficult to implement than I initially anticipated.	6	27

# 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	3/26
Analyze current progress and determine next steps / direction for the project moving forward. Big idea is "How do we take our proofs of concept and turn them into a project?"	Jack, Alex, Reid, and Luke	3/26
Bug fix asynchronous web traffic proof of concept.	Reid	3/26
Connect asynchronous web traffic concept branch into main code base.	Reid	3/26
Start work on sprites and figuring out how they work in GM Studio. Finish off camera controls.	Luke	3/26
Fix issues with source control on my end with my local repository	Luke	3/26