

WARGAME PROGRESS REPORT

Report 5: November 1st - November 14th

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 492

Client: Reid Coates

Advisor: Ahmed Shakil

WEEKLY PROGRESSION

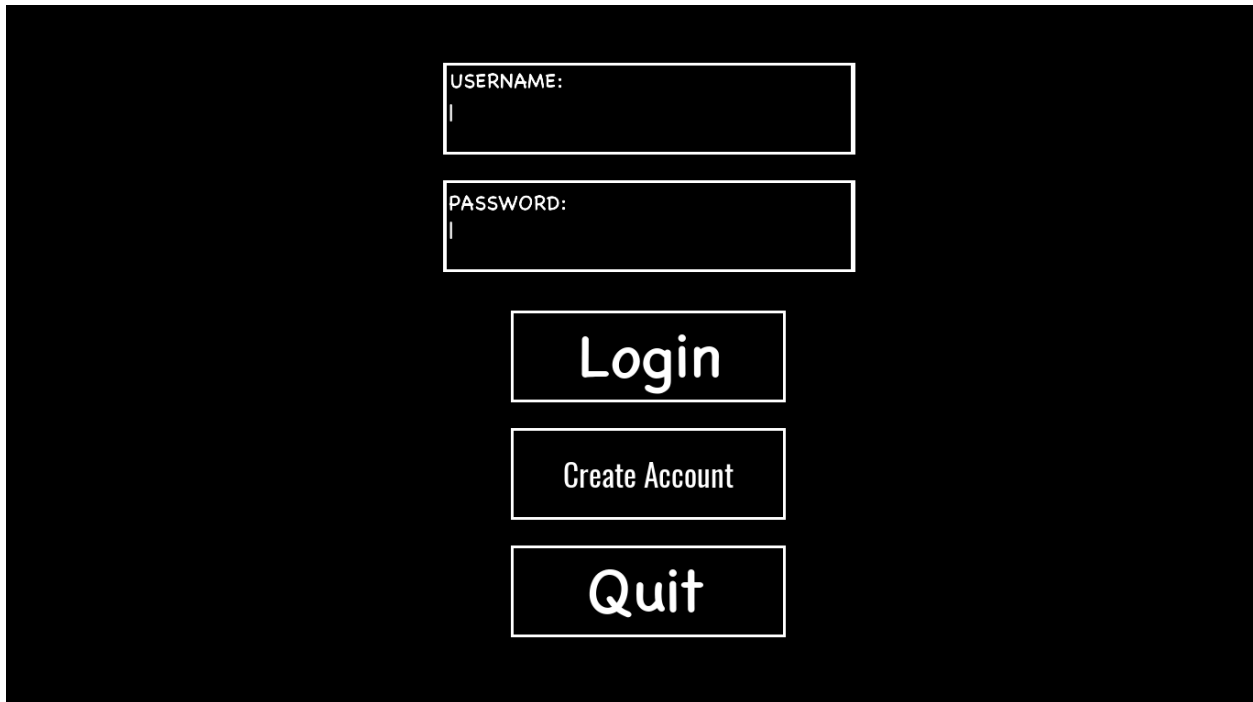
	Members	Week 8 (Oct. 14th - Oct. 18th)	Week 9 (Oct. 21st - Oct. 25th)	Week 10 (Oct. 28th - Nov. 1st)	Week 11 (Nov. 4th - Nov. 8th)	Week 12 (Nov. 11th - Nov. 15th)	Week 13 (Nov. 18th - Nov. 22nd)	Week 14 BREAK	Week 15 (Dec. 2nd - Dec. 6th)	Week 16 (Dec. 9th - Dec. 13th)
Game Framework			Work Night Pt 1		Work Night Pt 2					
Tile types	Jack/Reid									
map size increase?	Alex									
Aircraft equipment manager (in progress)	Luke									
Cell battle logic	Reid									
Combat Resolution Notification	Alex/Reid									
Return to base	Reid									
Base building	Jack/Reid									
Land/return to new base	Jack/Reid									
Missile kill scalability/bug fix	Reid									
Out of fuel	Reid									
Refueler group	Luke/Reid									
Win conditions (Check if blue has control of all key tiles Otherwise, has a team lost all of their assets)	Reid									
ARG asset update (converts to marine unit)	Luke/Reid									
Game Assets										
Blue team assets completion	Luke									
Art resources	Luke									
UI/UX improvements	Alex/Jack									
Web-Application Deployment										
Backend Hosting on VM	Reid									
Frontend Hosting Through GameMaker	Jack/Reid									
Play Testing										
User Interface Assessment	All									
Performance Assessment (Bug Finds)	All									
Game Rule Clarity Assessment	All									
User Privileges										
Game Asset Modifications	Jack/Reid									

STRETCH GOALS

Jack Kelley

- Last week I implemented base building on the frontend. This involved reading the list of possible base locations received from the backend end and drawing “possible base location” tiles for those coordinates. When a user moves an asset to one of those tiles, they are asked whether they would like to build a base there. If they choose to do so, the tile is converted to an “under construction” tile, and the backend performs logic to determine when that base is completed. The past week, I have been working on UI updates for the menus. Below are some before-and-after screenshots of the menu UIs.

Login Menu



USERNAME:
|

PASSWORD:
|

Login

Create Account

Quit



Username

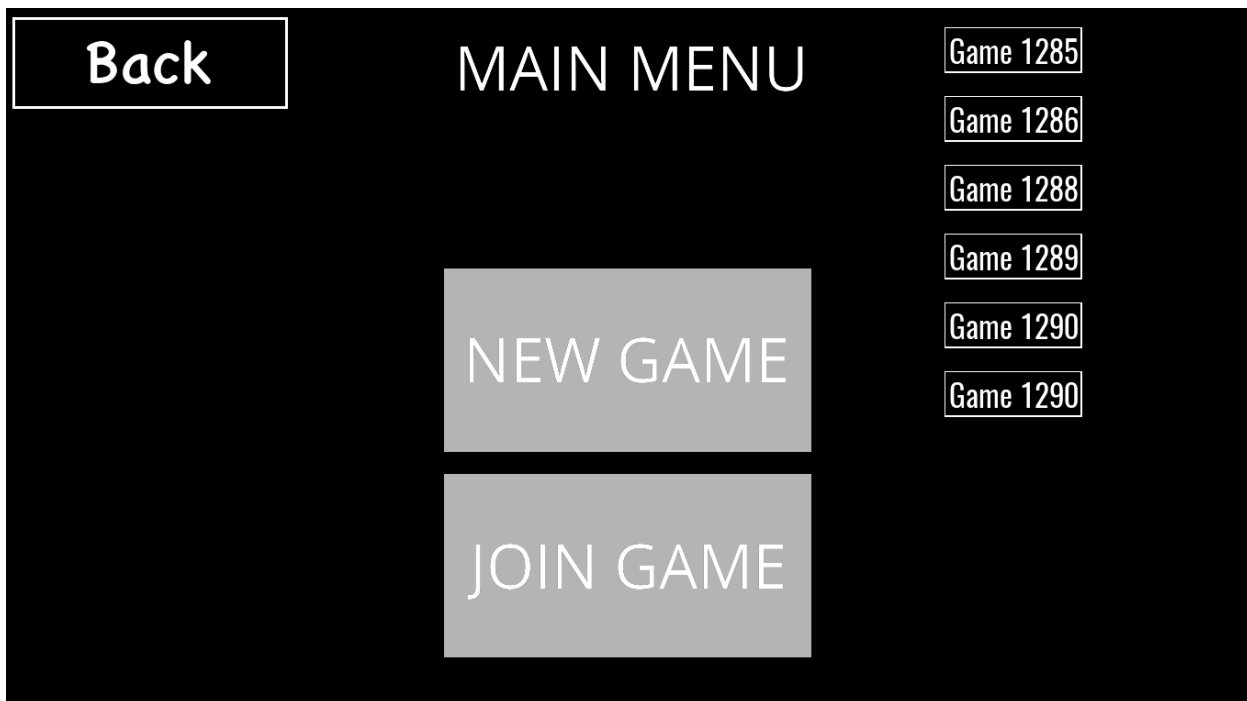
Password

Login

Create Account

Quit

Main Menu



Reid Coates

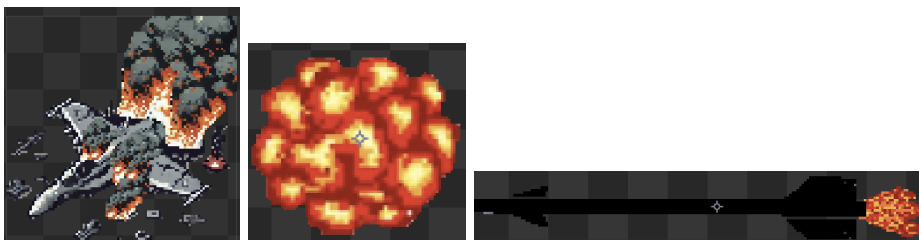
- Finished the missile kill logic so multiple missiles can be fired in one round
- Added a cell-based combat for all units within a cell
- Edited database storage system for more efficient single saves
- Added dummy data for animations to work on the front end for missile kills and crashes.
- Added base building phases to submissions

Luke Muilenburg

- Completed work on integrating assets for both teams
- Worked on cleaning up the UI for the equipment manager
- Worked on squadron tile designation, this should be complete by the end of the week

Alexander Hassan

- Updated and resized Equipment Manager to conform with a new font.
- Updated Game log with Reid to display each turn as its own independent log, with arrows to click between them.
- Created Combat Animations, sprites, and objects to handle the playing of the end of the last turn's results, this is a work in progress:



- Added legal theme music to Initial menus, with a button to pause audio from playing.
- Added UI button press sounds to most if not all buttons.



PENDING TASK BREAKDOWN

Jack	Reid	Luke	Alex
Base building	Refueler groups	UI improvements	Equipment manager
UI improvements	Base building	PDF instructions	UI improvements
GameMaker deployment	Return to base	Main menu improvements	Theme music
	Cell battle logic		
	Enequip assets bug fix		
	Kill nearby assets in combat		
	Potential base tile		
	Permanent VM deployment		

INDIVIDUAL CONTRIBUTIONS

Team Member	Contribution	Weekly Hours	Total Hours
Alexander Hassan	<ul style="list-style-type: none">- Updated and resized Equipment Manager- Updated Game log- Created Combat Animations, sprites, and objects, this is a work in progress.- Added theme music to menus, with a button to pause- Added UI button press sounds.	25	125
Jack Kelley	<ul style="list-style-type: none">- Implemented base building on the frontend- Updated UI for menus	20	123
Reid Coates	<ul style="list-style-type: none">- Missile kill completion- Cell battle completion- Previous game state saving- Base building phases	27	160
Luke Muilenburg	Sprite integration, equipment manager updates, and squadron tile overlay	15	100

NEXT WEEK

Task	Members	Completion Date
Return to base logic	Reid	11/20
Refueler group logic	Reid	11/20
Ground kills	Reid	11/20
Finish combat animations	Alex	11/22
Develop Postman Tests and improve the robustness of the design	Alex	11/22
PDF instructions build	Luke	11/11
Update UI for gameplay	Jack	11/22
Deploy frontend using GameMaker	Jack	11/22