Report Period: Aug 17-30

Summary of Progress in this Period

We held our first team meeting with all of our team members on Tuesday, September 1. In this meeting we all introduced ourselves and talked about the first reflection assignment. We also went through the information on the two documents given to us within the reflection assignment. Then, on Wednesday, September 2, we had our first meeting with our client/faculty member. In this meeting we all introduced ourselves and started talking about the project. Our client went into depth on what the project is and what he expects from us throughout the next two semesters. He also shared the requirements that he expects us to handle by our meeting next week, which involves doing research on various topics which is talked about in the sections below.

Pending Issues

Before our next team meeting, as a group, our client expects us to do some research on our own to prepare for our project. First, we must research around for a graphics API that we would be interested in using for our application. We must also do some research to find a platform that we would want to use for our application. Our client also wants us to do some research on procedural generation since one of his requirements is to use a procedural generation algorithm within our application. Lastly, he wants us to do some market research to see if there are any other projects or finished applications that can relate to our project so that we can learn a thing or two. We must do all of this research on these topics and bring all the information we found to our next team meeting with our client/faculty member.

Plans for Upcoming Reporting Period

Research into Graphics API
- Look into what graphics API would be suitable to run our project

Research into platforms
- Look into what platform we are going to be using to build our project

Research into procedural generation
- Look into how objects can be created algorithmically instead of placing them manually

Research into existing platforms that are similar
- Conduct market research to find out if there are platforms, games that use procedural generation and have a 1:1 scale model, essentially find out if they are similar to our project
- Look to see what technologies the platforms are using
- Look into game engines that have the ability to create a virtual world