EE/CprE/SE 492 WEEKLY REPORT 10
3/1 – 3/15
Group number: 19
Project title: Take a Virtual Hike
Client &/Advisor: Mat Wymore
Team Members/Role: Trevor Nemes (Team Leader), Tyler Hassfield, Opeyemi Abass, Aashu Mallik, Akhilesh Ratnakumar, & Zian Li

Two Week Summary

In the past two weeks, we have been working on our designated coding parts, and now have those pretty much done. This includes the basic movement of walking and flying mode, water texture and tree generation, and perlin noise generation. On top of that, we have started the preliminary parts of putting all of our individual project parts together.

Past Two Weeks Accomplishments

- Trevor Nemes: In these past two weeks I finalized my generate trees function and have started working with my teammates on putting all of our parts together.
- Tyler Hassfield: I completed the first person movement, including a flying mode. I then worked on debugging collision detection in conjunction with the first person movement.
- Opeyemi Abass: Worked on rock and bushes function
- Aashutosh Mallik: Merged Akhilesh's terrain project with my water project
- Akhilesh Ratnakumar: In the past two weeks I completed my terrain generation code and shared it with my teammates so that they could use it as a base for merging all of their parts of the project they worked on.
- Zian Li: In the past two weeks, I was working on cloud generation(the actual clouds that float in the sky).

Individual Contributions

NAME	Individual Contributions	Hours last two weeks	HOURS cumulative
Trevor Nemes	Finished generate trees function	10	35
Tyler Hassfield	Finished first person movement/flying	6	29
Opeyemi Abass	Worked on rock and bushes function	7	18
Aashu Mallik	Integrated Akhilesh's project with my project	20	41

Akhilesh Ratnakumar	Finished terrain generation	7	15.5
Zian Li	Started generate cloud shapes and texture	5	15

Plans for the upcoming two weeks
- Trevor Nemes: In the upcoming two weeks, my team and I plan on working together to bring all of our individual parts together to make one project. I plan on implementing my generate trees function into the terrain function.
- Tyler Hassfield: I plan to merge the first person movement with our terrain and then help merge all other components together.
- Opeyemi Abass: I plan to add more rock types and textures. Also, abstract the code into an sdk like code.
- Aashutosh Mallik: For the next few weeks I plan on making the water simulation more fluid.
- Akhilesh Ratnakumar: For the next few weeks I plan to work with my teammates as we try to bring different parts of the project together using my terrain function.
- Zian Li: Finish generating clouds and textures. And bring it together with the rest of the team's code.

Summary of weekly advisor meetings

Over the last two weeks, we have had two meetings, one each week. In both of them we each shared the progress we have made in each of our parts of the project/code. After that, we then talked about what we each plan on doing the following week after each meeting, leading up to our next meeting. We also talked to our client at each meeting to make sure he is happy with what we have so far and where we are so far in terms of the project. Our client has been happy with our progress thus far this semester. We also started communicating on how we plan on putting our project parts together as efficiently as possible.