

## **EE/CprE/SE 492 WEEKLY REPORT 12**

**3/29 – 4/12**

**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**

These past two weeks we have all been working on putting our individual parts of the project together. These past two weeks we have been focused on putting Tylers first person movement and Trevor's tree generation algorithm into our main branch that has the terrain and water generation. We will be getting these two parts done in the coming weeks and these two parts are the biggest hump so once we get past them, the rest of the project will be a lot easier.

### **Past Two Weeks Accomplishments**

- Trevor Nemes: Incorporated my tree generation algorithm into our project and worked on the team websites code so that it can host our application.
- Tyler Hassfield: I finished the implementation of the camera/movement. I have been further debugging our movement as well as working on the collision detection in regards to the generated terrain.
- Opeyemi Abass:
- Aashutosh Mallik: Tweaked the water generation algorithm and the sound integration into the project to fit the 1:1 scale environment
- Akhilesh Ratnakumar: Helped teammates with the implementation of the movement controls and the integration of the tree generation algorithm with the terrain. Also tweaked the terrain size and height of the mountains.
- Zian Li: I was waiting to merge my code to the main branch. In the past two week I was also researching on the three.Terrain to help this merge process.

### **Individual Contributions**

<b><u>NAME</u></b>	<b><u>Individual Contributions</u></b>	<b><u>Hours last two weeks</u></b>	<b><u>HOURS cumulative</u></b>
Trevor Nemes	Put my tree generation algorithm into the main project and hosted our application	11	54

	on our team website.		
Tyler Hassfield	Implemented camera/movement	14	58
Opeyemi Abass	Working on scaling rocks and the modularization of the function.	10	30
Aashu Mallik	Tweaked the parameters to fit the 1:1 scale environment	10	53
Akhilesh Ratnakumar	Helped with the integration of movement controls and the tree generation algorithm. Tweaked the size and height of the terrain.	11.5	30
Zian Li	Research on the three.Terrain	4	21

### **Plans for the upcoming two weeks**

- Trevor Nemes: Finalize incorporating my tree generation algorithm into our main project and then move onto scaling all of the elements of the environment to look more realistic.
- Tyler Hassfield: My goal is to finish the collision detection as well as help create a more realistic scene by scaling, creating more diverse environments, and adding objects.
- Opeyemi Abass: I am trying to make scaling the rock size easy to do. Like a one to one scale.
- Aashutosh Mallik: Integrate the tweaked water generation algorithm to fit in the 1:1 scale that Akhilesh generated
- Akhilesh Ratnakumar: I plan to update the terrain textures and scaling to make the terrain look more realistic.
- Zian Li: Merge the code and see if any further implementation is needed.

### **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 integrating each of our parts into one master branch. 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

requirements. Our client has been happy with our progress so far this semester. We also talked a little about some bugs we were all running into while trying to integrate all of our code into one master branch, we have since gotten everything solved. Our main thing we talked about in these meetings when it comes to our code is how we will get the first person walking feature working with an uneven terrain, since we already got the first person flying feature done.