Team Name: sdmay21-19 Team Members: Trevor Nemes, Tyler Hassfield, Opeyemi Abass, Aashutosh Mallik, Akhilesh Ratnakumar, Zian Li Report Period: Aug 31-Sept 13

Summary of Progress in this Period

Throughout the duration of this reporting period we met as a team at least once a week as well as with our client/faculty member once a week. When it comes to our meetings with our client/faculty member, we finalized the list of requirements that they expect from us within our implementation of their project proposal, as well as the due dates of the expected deliverables to go along with those requirements. To start working on the client's requirements, as a team, we chose to use OpenGL as the graphics API which we will use to implement our project. We also did tons of other research on things like procedural generation, building full-scale environments, collision detection, and soundscapes, all of which correlate to the client's project requirements. On top of that, as a team, we got all of the other various assignments done like the lightning talk and the reflection assignments. Lastly, the main thing we started during this reporting period is that we started working on the executive summary and chapter one of the design document. We have the executive summary done and have started chapter one.

Pending Issues

Over the next few weeks, our client expects us to look into OpenGL and get familiar with it so that we get a better understanding on how we are going to work on the project with the graphics API. Furthermore, he wants us to try out some of the tutorials on OpenGL that are available online and play around with some of its functionalities. We must also work on the design document v1 that is due on October 4th where we have completed the executive summary and need to work on the rest of the chapters. Lastly, we need to work on the lightning talk on the project plan that is due next week, where we need to distill our plans for what we are incorporating in the first drafts of our design documents.

Plans for Upcoming Reporting Period

- Work through some OpenGL tutorials
- Look into online OpenGL tutorials and get familiar with it
- Finalize chapter 1 of the design document
- Start working on chapter 2 of the design document, the project plan
- Work on the project plan lightning talk