Team Name: sdmay21-19
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Report Period: Sept 28-Oct 11

Summary of Progress in this Period

Over the course of the last reporting period, our team has worked diligently on the design document as well as started to work on learning ThreeJS which uses WebGL. Along with that, we had weekly team meetings as well as weekly meetings with our client and faculty members to keep them up to date on where we are in terms of our project. When it comes to the design document, within this reporting period, we finished chapters two and started working on chapter 3 which includes the design. We all have been consistently working through various tutorials in order to learn everything there is to know about ThreeJS, WebGL, and JavaScript.

Pending Issues

- Conduct More research into ThreeJS and see if it's a viable option for what we are building and if it fulfills the requirements of our client
- Find relevant tutorials that ties ThreeJS and Web GL
- Learn JavaScript as we are going to build a web platform that runs on a browser
- Research into procedural generation within ThreeJS and Web GL
- Work on Design Document chapter 3 as well as get a head start on upcoming chapters

Plans for Upcoming Reporting Period

For the upcoming reporting period we plan to continue to learn more about ThreeJS, WebGL, and JavaScript. Our main focus is completing ThreeJS tutorials. We also plan on gaining a better understanding of how all components function together; as well as, any additional frameworks, APIs, and libraries we will need to leverage in order to develop our project. Finally, we are working on part 3 of the Design Document. Each team member is assigned a section of the design document to complete before the next team meeting.