

Team Name: sdmay21-19

Team Members: Trevor Nemes, Tyler Hassfield, Opeyemi Abass, Aashutosh Mallik, Akhilesh Ratnakumar, Zian Li

Report Period: Oct 19-Nov 1

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 continued to work on learning the ThreeJS API and the WebGL API. Along with that, we had a weekly team meeting as well as a weekly meeting with our client and faculty member 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 chapter 4 and started planning out the beginnings of chapter 5 and 6. We all have also been consistently working through various tutorials in order to learn everything there is to know about ThreeJS, WebGL, and JavaScript too.

Pending Issues

- Work on finalizing the design document
 - Work on Three.js tutorials
 - Final Faculty Panel Presentation
 - Team Website
 - Continue research and testing procedural generation
 - Work on developing collision detection
-

Plans for Upcoming Reporting Period

- Work on Team website
 - Work on Use Case Diagram, Block Diagram, Architecture Diagram
 - Assign each member parts for the presentation
 - Design presentation
 - Keep researching procedural generation within Three.js
 - Keep researching on collision detection within Three.js
-