

EE/CprE/SE 492 WEEKLY REPORT 7

1/25 – 2/8

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

Our main objective for the first two weeks was to work on our project presentation for the first Peer/Instructor Review Meeting of the semester. Each team member worked on 1-2 presentation slides in which we then presented during the PIRM. We also made sure that every one of us had access to the project git repository which we then cloned to our respective local machines.

Past two weeks accomplishments

- Tyler Hassfield: I have spent time over the last couple of weeks doing more work on my practice project. I am working on finishing a simple collision detection and implementing more detailed graphics. I also worked on slides 3 and 4 for the PIRM meeting.
- Trevor Nemes: Over the last two weeks I did some research on using the branch workflow within git so we can all use this feature while working on our project. I also did some more research on creating procedural generation algorithms using three.js. Lastly, I started working on our actual project's procedural generation algorithm, in which I am focusing on the generation of trees in our algorithm.
- Opeyemi Abass: I worked on writing the algorithm that renders the trees. In such a way that you can select the color of the leaves, the height of the tree and the width of the tree.
- Aashutosh Mallik: I have spent my time going through the documentation of three.js. I have also done some research on procedural generation by going through projects, games, open source programs that use procedural generation and see how they went about implementing it. I made sure that my machine was connected to the git lab so that when I push stuff to it, it doesn't cause any issues. Lastly I worked on slide 7 for the PIRM meeting

Individual contributions

<u>NAME</u>	<u>Individual Contributions</u>	<u>Hours last two weeks</u>	<u>HOURS cumulative</u>
Trevor Nemes	Started working on procedural generation algorithm	6	6

Tyler Hassfield	Slide 3 and 4 of PIRM presentation, work on three.js practice project	5	5
Opeyemi Abass	Slide 8 of the PIRM presentation	1	1
Aashu Mallik	Slide 7 of PIRM presentation, worked on tutorials for three.js and procedural generation	3	3
Akhilesh Ratnakumar	Slide 8 of PIRM presentation	0.5	0.5
Zian Li	Slide 5 of PIRM presentation Reviewed some 3.js tutorial	0.5	1.5

Plans for the upcoming two weeks

- Tyler Hassfield: I plan to continue to learn more about three.js and procedural generation by implementing different difficulty levels to my project. I also plan on doing more research on generating more detailed topography rather than a fixed plane.
- Akhilesh Ratnakumar: I plan to work on tinkering with the environmental plane in regards to terrain and objects such as trees, rocks etc.
- Trevor Nemes: Over the upcoming two weeks, I plan on going full force into the procedural generation algorithm. With that, I plan on focusing on the procedural generation of trees, this will be my main focus for a while until I can perfect it.
- Opeyemi Abass: I plan to continue working on the algorithm to perfect it and have a demo to show to the team.
- Aashutosh Mallik: I plan to continue learning and working on tutorials that involve teaching myself procedural generation and three.js

Summary of weekly advisor meetings

We have had one meeting thus far, in which we went over how we would split up the work for the PIRM presentation. After that, we also had preliminary discussions on how we plan on using Git to work and save our projects progress, in which we decided we would use the branch workflow feature within git. We also had preliminary discussions on how we planned on splitting up our project so each member would have their own part of our application to focus on.