

MYORPG Semester 2 Status Report 1

8/17-8/31

Group 24

Advisor: Mohamed Selim

Jonathan Morris, Henry Williams, Clay Surfus, and Nadine Quibell

Summary:

These past two weeks, we went over the team schedule and revised it for the shorter semester. Then, we set up the Account page for MYORPG and reworked the server to support multiple zones.

Individual Contribution:

Jonathan: Got my local branch up to date with Clay's work, updated MySQL workbench with the new database server, and acquainted myself with the classes created by Clay (see below)

Hours Worked: 6

Total Cumulative Hours: 6

Henry: Set up workspace, started on account system. Began implementing new account fields.

Hours Worked: 6

Total Cumulative Hours: 6

Clay: Made classes on the server side code for monsters and items. Forgot my password will now send users a link to reset their password. Switched game and database from old server to new server. Additionally, users are able to upload custom items, monsters, and avatars.

Hours Worked: 8

Total Cumulative Hours: 8

Nadine: These past two weeks, I worked on the zone split. I first created an arbitrary second zone in order to test behavior. I spent a lot of my time researching socket behavior and API for node.js and considering how we'd like to implement it, settling on a rooms organization corresponding to the zone names. Also moved zone metadata from the HTML file to the JS file.

Hours Worked: 7

Total Cumulative Hours: 7

Pending Issues:

Implementing a more optimal version of different simultaneous zones on the webserver and basic monster behaviour weren't completed this sprint, and as such have been extended to the next sprint. Neither of them poses any significant delay, due to having a week or more between them and the next item in their category.

Plans for Next Sprint:

Our plans for the next sprint include basic monster behaviour and simultaneous unique zones present on the server, alongside implementing a menu for users to upload various game assets. We will also be working on an account page for various quality of life features for users. This also provides a basis for the development of friends and possible direct messaging between users.