

MYORPG Semester 2 Status Report 2

8/31-9/14

Group 24

Advisor: Mohamed Selim

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

Summary:

These past 2 weeks, our team finalized the zone split, refactoring the server code to support multiple, separate game zones, modularized the zone javascript, updated user account page UI and functionality, and developed the math for the game's combat system.

Individual Contribution:

Jonathan: I worked on combat math, and began formulating attempts to implement it. This also joined with investigating exactly how javascript objects work, specifically for the removal of monsters due to health depletion.

Hours Worked: 6

Total Cumulative Hours: 12

Henry: Implemented email field for users and will now validate whether email addresses are valid before users are submitted.

Hours Worked: 2

Total Cumulative Hours: 8

Clay: Finished the upload menu allowing for user's to upload and create items, monsters, and avatars. The created items, monsters, and avatars are then allowed to be used in the game. Additionally, helped move objects into their own classes on server allowing for cleaner code.

Hours Worked: 8

Total Cumulative Hours: 16

Nadine: Finalized and merged the zone split. Player movement/camera, inventory, chat, and an object utility file are now all modularized from the zone JS, eliminating a lot of excess code. Refactored a lot of unused server code and streamlined how player and monster locations are stored (now primarily on the client side, with only updates being fed through the server and the whole map only when absolutely necessary).

Hours Worked: 13

Total Cumulative Hours: 20

Pending Issues:

Currently, the new server has excluded the placeholder monster and item spawning code, so a new, correct spawning system will need to be put in place for further updates to monsters and items.

Plans for Next Sprint:

Planning to implement the first option for monster health and combat interaction, and begin evaluating it for any unforeseen difficulties it raises. We will also implement NPC interaction along with the forge's menu to upload armor and weapons through the forge master. The large map camera and player controller is also planned for this next sprint.