

## **MYORPG Semester 2 Status Report 3**

9/15-9/28

Group 24

Advisor: Mohamed Selim

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

### **Summary:**

This last sprint, we implemented the forge menu, updated our upload menus, created the free-motion camera, and made some quality-of-life updates around the website. Monsters now spawn in the zones again and have some rudimentary motion.

### **Individual Contribution:**

Jonathan: Kept up to date on code changes, adjusted combat math planning to be open for changes to the Forge system.

Hours Worked: 6

Total Cumulative Hours: 18

Henry: Worked on email implementation to ensure that submitted emails are valid. Worked on upload menu so images can be uploaded easily to the database.

Hours Worked: 5

Total Cumulative Hours: 13

Clay: Worked on implementing NPCs in game and having an upload menu popup. Added CSS and HTML for the menu. Fixed "Play" link on homepage to redirect to the correct place. Added inventory slot click events to forge smith. The forge smith now knows what items you want to use. Additionally, added overflow scroll bars so the forge smith menu is always in view. Figured out how to fix your character moving while chatting.

Hours Worked: 8

Total Cumulative Hours: 24

Nadine: Added free-motion camera and added in monsters spawning again. Monsters and Players are now stored in a 2D hashmap on the server for reference, as the server needs to be in charge of spawning and moving "globally-owned" objects. Added some util objects for monsters and the monster templates. Started work getting monsters to move again.

Hours Worked: 7

Total Cumulative Hours: 27

### **Pending Issues:**

As objects are not preserved when passed through the socket (e.g. image objects), there is some boiler plate to re-parse these when passed back to the client. As a result, the objects in the server have more data than is needed and could be pared down to just the required components.

**Plans for Next Sprint:**

Finish reimplementing monster movement, implement basic combat math and hitbox checking for combat, ensure that equipping items works properly. NPC interaction is the other main goal for next sprint, to be implemented with stores and tying together the forge menu and the forgemaster NPC.