

MYORPG Semester 2 Status Report 4

9/29-10/11

Group 24

Advisor: Mohamed Selim

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

Summary:

These past two weeks, our team developed a lot of on-screen and interactive parts of MYORPG, including the forge menu, new maps, shops, and some monster interaction. A few Quality-of-Life updates were made as well, using the new interactBox object to switch zones seamlessly and interact with menus.

Individual Contribution:

Jonathan: Implemented monster hitboxes, continued developing combat math. Worked on slides for PIRM Meeting. Server now has a correct check for when monsters would be able to attack players.

Hours Worked: 8

Total Cumulative Hours: 32

Henry: Worked on menus for shopkeepers. Shops will be able to have items sold to them. Items can also be purchased from them in order to equip a character or for trading with other players.

Hours Worked: 10

Total Cumulative Hours: 23

Clay: Added forge menu display and did backend work for creating the new weapon with the given new stats. Added upload graphic input and worked on the PRIM meeting.

Hours Worked: 6

Total Cumulative Hours: 30

Nadine: Monsters now have one behavior: flying. This is simplistic, but good enough for MYORPG's beta-version standards. Created new maps for the Town and Forge. Added the "interactPoint" util which provides behavior for all sorts of on-screen hitboxes, such as zone changing and activating menus.

Hours Worked: 12

Total Cumulative Hours: 39

Pending Issues:

Finalize monster interactions (attacking, being attacked, etc).

Plans for Next Sprint:

Implementing basic combat math between players and monsters. Implementing the forge system for weapon and item combination. Implement having items drop from monsters on death. Close pending security issues regarding password storage.