

MYORPG Semester 2 Status Report 5

10/12-10/25

Group 24

Advisor: Mohamed Selim

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

Summary:

This past sprint, our team added displayed weapons to the game, refining what data went back and forth to the server each game frame. Experimented with saving the canvas as an image and uploading the image to the server.

Individual Contribution:

Jonathan: Refreshed knowledge of how the chat works, aiming to implement a private messaging feature so that players can send each other messages without everyone else on the server seeing it. While not implemented yet, it is prepared.

Hours Worked: 4

Total Cumulative Hours: 36

Henry: Worked on patching security holes. Passwords and the like are defined by configuration files now rather than being hardcoded. Configuration files are on .gitignore to stop them from accidentally being uploaded to gitlab and having their contents scrutinized.

Hours Worked: 7

Total Cumulative Hours: 30

Clay: Looked into overlapping item images for forge items. Additionally, added more checks for forge items. Working on implementing graphic combination Added a temporary canvas for the combination image to get created. Canvas now gets saved as a "blob" and gets uploaded. Just need to add items on top of each other and it should be done.

Hours Worked: 7

Total Cumulative Hours: 37

Nadine: Implemented weapon display, began refactoring on server code to optimize the amount of data being sent back and forth each frame. Working out a handful of minor, edge-case bugs.

Hours Worked: 7

Total Cumulative Hours: 46

Pending Issues:

Currently, if a player wielding a weapon leaves a zone with another player in it, that weapon "hops" to the other player visually. Currently trying to figure out where/why this happens to fix the issue.

Plans for Next Sprint:

Complete weapon forge with item graphics being overlapped and the combined items being removed from the player's inventory. Friends and direct messaging are also planned for the next sprint. Finally, we aim to finish implementation of the basic combat system, allowing monsters to despawn and drop items when hit, which the player can then pick up.