

## **MYORPG Semester 2 Status Report 6**

10/25-11/08

Group 24

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### **Summary:**

This past sprint, our team has worked on a lot of operational and QoL changes to MYORPG to really flesh it out as a game and a proper MMO. We are adding security measures to prepare for its alpha launch after this semester, have improved the chat system with direct-messaging capability, are finishing up the forge's ability to combine weaponry (a key aspect to MYORPG), and are now well on our way to completing the game's combat system.

### **Individual Contribution:**

Jonathan: Wrote up and tested on a local branch for 'whispering' between different players in chat. With successful attempts on local branch, going to connect with a remote one and test it there with pushed code from teammates.

Hours Worked: 7

Total Cumulative Hours: 43

Henry: Fixed proper configuration of admin information on an instance. Began looking at more secure ways of storing passwords to improve overall server security.

Hours Worked: 7

Total Cumulative Hours: 37

Clay: Cleanup of old image combination code and working on combining images with positions centered. Figured out how to have transparent canvas images by removing a filled rectangle background in the canvas. Passed in each weapon's graphic width/height from sockets to client. Weapon images are now on top of another and being uploaded to the server. Working on adding image alignment so weapon graphics are centered. Finish image alignment on forge. Added admin approval upload page

Hours Worked: 10

Total Cumulative Hours: 47

Nadine: Cleaned up weapon display and implemented attacking, using the player clicking on the HTML canvas as the trigger. Fixed a few issues with display, when and how the server fetches game objects, and a socket error that was causing the server to crash. Added the weapon attack animation.

Hours Worked: 8

Total Cumulative Hours: 54

### **Pending Issues:**

The game still has some occasional display issues with finding the active player's weaponry upon first entering the game, although this is fixed with a refresh or leaving and re-entering the zone.

**Plans for Next Sprint:**

Fully implementing 'whispering' between individual players in the same zone. Adding hit box interaction for the monsters, causing them to take damage, de-spawn, and drop items, which can then be picked up by the player. The item interaction code already exists, just needs to be updated for the new server functionality. Finalizing security for the alpha launch, including implementing the moderation tiers associated with the player objects on an "upload approval" page. We will also be adding an option to change the user's password from the account page.