

MYORPG Status Report 3

3/1/2020

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

Summary:

Over the course of these last two weeks of project sprints, our team has redesigned the project website with a new layout and our first logo, set up the first basic objects in our remote MySQL database, set up the MySQL server through XAMPP, and began pulling game objects, such as login data, map information, and player sprites, from the database. The gameplay itself has been revised with a fixed wander area, 2D motion, and displayed maps and platforms.

Individual Contribution:

Jonathan: Pored over the code written by my team members to continue documenting it in the Gitlab provided html wiki. With the discussion of implementing a chat feature in our game, time was also spent poring over AngularJS to make use of it for implementing the chat during our next sprint.

Hours Worked: 8

Total Cumulative Hours: 22

Henry: Worked on implementing login by checking with SQL database through a request in an HTML form. Working on java swing canvas for characters moving in a larger open world space as opposed to a smaller java canvas for building interiors. Working to have specific password requirements such as requiring a certain variety of characters, numbers, and symbols to be submitted before a registration is valid.

Hours Worked: 8

Total Cumulative Hours: 22

Clay: Created game.js which acts as the main file to control the game logic. Additionally, I created monster.js and player.js to act as the classes for the monster and player logic. The sign up page was finished with an additional form input added so the user can confirm their password before they sign up. The confirm password input box will show red when the password and confirm password don't match. Lastly, I looked into setting up our application on AWS.

Hours Worked: 8

Total Cumulative Hours: 23

Nadine: Set up the remote MySQL server and everyone with XAMPP to connect to it. Worked to connect the database to login with Henry. Redesigned the webpage, began pulling maps and platforms from the database, and created a new, "2D-motion" character controller.

Hours Worked: 13

Total Cumulative Hours: 27

Pending Issues:

The current pending issues for the project are reworking the platform collision detection for sprites of differing heights and creating the second player controller for scrolling maps.

Plans for Next Sprint:

For this next sprint, we will be working on the player chat, in-game menus, the scrolling-map player controller, inventory, and adding more game objects to the database, adjusting our architecture as game-display needs are defined.