

## MYORPG Status Report 4

3/15/2020

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### Summary:

Over the course of these last two weeks of project sprints, our team has moved the hosting of MYORPG from local machines to Amazon Web Services, or AWS. The player controller has been updated to dynamically account for platforms and other solid objects in zone maps, and a slightly different controller for larger, scrolling maps is in the works. We have designed and begun to implement the game menu system for the player's inventory and equipment.

### Individual Contribution:

Jonathan: Finished reviewing documentation for AngularJS, and prepared to implement a chat feature for the game.

Hours Worked: 7

Total Cumulative Hours: 29

Henry: Worked on the player controller for moving the player character over an overworld. This involves using the database to pull a large area for the world and to be selective depending on whether the area is an overworld or small interior.

Hours Worked: 7

Total Cumulative Hours: 29

Clay: Worked on setting up the server for AWS. The game can now be accessed from anywhere using the address "[18.222.147.241:8080](http://18.222.147.241:8080)". Almost every time a commit is pushed to the master branch, the server should update to the latest version. Added a unit testing library to our project. Created basic unit tests for sign up functionality. Tests can be run while the server is already running using the "npm test" command.

Hours Worked: 8

Total Cumulative Hours: 31

Nadine: Updated the 2D motion controller with dynamic collision detection, which checks all solid objects in the map for collision using data in the database. Set up the in-game menus for inventory, equipment, selection, and the chat. Drafted some basic table schema for the database.

Hours Worked: 7

Total Cumulative Hours: 34

### Pending Issues:

The current pending issues for the project are correcting AWS's timing with pulling code from our Git project's master branch and implementing the chat. The free-camera motion controller is still in progress, but is not currently impeded.

**Plans for Next Sprint:**

For this next sprint, we will be working mainly on the in-game menus. The database will be set up for all game items, including weapons, armor, materials, potions, etc. Additional work will be done with the free-camera controller, including the adding of a second zone to showcase its use.