

## MYORPG Status Report 5

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### Summary:

Over the course of these last 4 weeks of sprints, we have implemented player inventories, equipment, armor, and weapons, and much of the UI to allow players to handle these. Items spawn in the game and may be picked up by the player using the 'f' key, adding it to their inventory. AWS now pulls reliably and quickly from the main branch of our Git. A stats system for monsters, players, and equipment has been developed and implemented in the backend. A schedule for next semester has been developed, using our current productivity as a guide. A plan for summer alpha testing has also been discussed amongst the team.

### Individual Contribution:

Jonathan: Implemented player chat, and added table to database for storing monsters in game, both with help from Nadine. Query(s) need to be added for the combat system. Added a basic monster to the database.

Hours Worked: 12

Total Cumulative Hours: 41

Henry: Worked on encrypting passwords and adding password requirements. Using bcrypt passwords are hashed upon sign up, and on sign in queried to be compared with the key and the inputted password.

Hours Worked: 8

Total Cumulative Hours: 42

Clay: Worked on implementing a basic form of items. Items are spawned on the server and are visible for every player. Items can be picked up while a player is on the item and pressing the "F" key. Once an item is picked up it is then added to the player's inventory. If the item already existed in the player's inventory then the count of the item is updated.

Hours Worked: 8

Total Cumulative Hours: 39

Nadine: Worked with Jonathan to implement the player chat, implemented the player Inventory UI with some help from Clay. Equipment UI is in place, and just needs a query added to pull in data. Created health potion, axe, and slime graphics.

Hours Worked: 15

Total Cumulative Hours: 49

### Pending Issues:

The current pending issues for the project are equipping equipment from the inventory, some minor UI update issues, and spawning monsters. All but the last have been discussed to discover fixes, which now just need to be implemented in the following week.

**Plans for Next Sprint:**

For this final sprint of the semester, the team will primarily be focused on polishing our game. We will implement monster spawning and, should time allow, weapon attacking, but this time will be mainly on UI, small quality of life changes, and our final presentation for this semester.