

Team Name: sddec21-1

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Report Period: Feb 14-28

### **Summary of Progress in this Period**

During the past two weeks we limited our projects ideas to one, a handheld dungeon crawler game. Once this was decided we discussed how we want to design the game which included topics like: how will fighting be played out, what's the goal of the game, how are we going to build characters, what will the multiplayer aspect look like, and so on. After this meeting, we decided the "necessary aspects" of the game that we need to implement for the project, and the "stretch goals" if we find more time in the future to expand on our gameplay. As for the hardware/power generation of our game, we created a parts list that we're planning on testing in the lab to determine which components would be most helpful to use in our design.

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### **Pending Issues**

Power Generation: There are several ways to generate power for our game but very few feasible designs given the limited space we have on our gaming device. We also want to power generating aspect to contribute to the gameplay rather than intruding on the user's gaming experience.

Designing Gameplay Without Knowing Hardware: It's difficult to decide what kind of gameplay we want without knowing what components we will move forward with using in the future prototype.

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### **Plans for Upcoming Reporting Period**

Order and test hardware to determine which components will be used in our final design.

Finalize gameplay ideas with Professor Duwe.

Meet with Duwe to discuss our projects new developments and feasibility of our goals.

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