EE/CprE/SE 491 WEEKLY REPORT 3

2/14 – 2/20 Group number: 03

Project title: Minecraft Mods

Client &/Advisor: Dr. Daniels

Team Members/Role:

William Lavelle - Leader

Nicaela Rose - TBD, Doing research on project

Zhihao Liu - TBD, Doing research

Jacob Kelderman - Meeting Minutes Recorder, Doing research

Eric Kirch - Researching Legal aspects

(All the above information should be there in each weekly report. The format/color scheme etc need not be the same. However, please remove everything that is in a bracket from your final submission. These are just part of the template and need not be a part of the report.)

○ **Weekly Summary**

Started researching what we can and can do in terms of the legal aspect of things, as well as some examples of what could be troublesome. Did some more brainstorming in regards to what needs to be thought out, and implemented. Used research method for business and technology #3, product benchmarking, to determine which open-source game we should use as a base.

○ **Past week accomplishments**

• Nicaela Rose - Researched other open world games as an alternative for Minecraft. Looking into more information on Terasology and Terraria as a possible option

• William Lavelle - Started a Trello board to track tasks, organized a meeting with Professor Shannon about progress of the project, looked through the Minecraft source code to see if it is suitable for our purposes.

• Jacob Kelderman - Researched possibility of building open world with unity or getting an open source game that doesn't resemble minecraft.

• Zhihao Liu - Researched the possibility of developing projects in other games similar to minecraft, such as Ark.

• Eric Kirch - Researched legal aspects regarding modifications

○ **Pending issues**
○ •   None, thankfully.

Individual contributions

NAME	Individual Contributions *(Quick list of contributions. This should be short.)*	Hours this week	HOURS cumulative
William Lavelle	Started a Trello board to track tasks, organized a meeting with Professor Shannon about progress of the project, looked through the Minecraft source code to see if it is suitable for our purposes.	3	4
Nicaela Rose	Looking into other open world games that are similar to Minecraft and comparing them to see which would be the most beneficial towards the goals of our project. Worked on Professionalism Assignment	3	4
Jacob Kelderman	Took notes during meeting with Dr. Daniels and shared it in the discord. Also did some research on minetest.	3	4
Zhihao Liu	Researched other games similar to minecraft and analyzed the possibility of developing projects in them.	3	4
Eric Kirch	Started documenting legal things in regards to modifications. Added to Trello board a bit	2	4.5

○ **Comments and extended discussion** *(Optional)*

Feel free to discuss non-technical issues related to your project.

○ **Plans for the upcoming week** *(Please describe duties for the upcoming week for each member. What is(are) the task(s)? Who will contribute to it? Be as concise as possible.)*

•   Eric Kirch - More legal research, brainstorming, and looking into different kinds of licensing

•   Jacob Kelderman - Since it seems we are now down to either minecraft or minetest I will be researching minetest modding options

- Nicaela Rose - Comparing all the games that are possible choices for the project. Brainstorming pro's and con's for each to share with the client and using that information to decide which game we will use
- Zhihao Liu - Continue to research other games similar to minecraft and analyze the possibility of developing projects in them. Mainly looking for open source options.
- William Lavelle: Move tasks from Trello to Gitlab Issues as suggested in lecture (pending group approval approval) Experiment with different open source games to see which ones will work for our purposes.
  - ○ **Summary of weekly advisor meeting** (*If applicable/optional*)

2/17 Meeting Notes:

Time: 50 minutes

Types of network communication we should implement

-Wired

   -Fiber (expensive but fast and not bothered by weather)

-Broadcast

    -Cell towers

    -Cellular (they overlap)

-Back Haul (connects to houses via wire)

   -Multiple cell towers

   -covers so many houses per tower

   -have to running fiber to the towers

   -directional antennas that point to other towers

   -Can only bounce so many times cause of latency issues

   -some are laser based

-Maybe Satellite (Don't know how to implement yet)

   -expensive equipment

Other random notes

Frequencies bounce but usually go straight

Frequency of 5g 10^14 hertz

5g can have huge amount of data

Data has to go back to cloud to process it

Costs

Expensive equipment

Each on has different Costs and performance

Should look for open license

Non functional requirement - try not to make it too hard to maintain

Look at the forums

Are more than likely gonna use minetest or minecraft

should try all that are listed on site to be safe