

EE/CprE/SE 491 WEEKLY REPORT 5

2/28 – 3/6 Group number: 03

Project title: Minecraft Mods

Client &/Advisor: Dr. Daniels

Team Members/Role:

William Lavelle - Leader

Nicaela Rose - Doing research on project

Zhihao Liu - Doing research

Jacob Kelderman - Meeting Minutes Recorder, Doing research

Eric Kirch - Researching Legal/Licensing aspects

○ **Weekly Summary**

We met with our advisor to compare all the open source games we individually researched/downloaded on our own laptops. These games included Terasology, Minecraft, Minetest, etc. Based on what we found, we decided to focus on Minetest for now while still being open to a change of software. Research into licensing was done, and included in the documentation for legal aspects.

○ **Past week accomplishments**

- Nicaela Rose - Tested various open-source games that can work for our project such as Terasology and Minetest. Terasology was laggy on my MAC however I will redownload to see if this issue was due to a possible software update on my laptop. Also did research and compared both games to see the current mods they have and the software requirements.
- Eric Kirch - Researched licensing a bit more, worked on Requirements assignments
- William Lavelle - Contributed to the decision to use Minetest as our base game. Developed ideas for different items and structures inside the simulation.
- Zhihao Liu - Took meeting notes, worked on requirements and standards assignment, and explored how to build mods in Minetest.
- Jacob Kelderman - worked on requirements and standards assignment, recorded and uploaded slide presentation.

Individual contributions

<u>NAME</u>	<u>Individual Contributions</u> <i>(Quick list of contributions. This should be short.)</i>	<u>Hours this week</u>	<u>HOURS cumulative</u>
William Lavelle	Contributed to the decision to use Minetest as our base game. Developed ideas for different items and structures inside the simulation.	2	7.5
Nicaela Rose	Tested Terasology and Minetest on laptop, worked on Requirements, Constraints, and Engineering Standards Assignment and Lightning Talk.	1	6
Jacob Kelderman	Ran minetest and did quick research on how 5G items can be included in the mod.	1	6
Zhihao Liu	Took meeting notes, and explored how to build mods in Minetest.	1.5	6.5
Eric Kirch	Worked on requirements assignments, as well as did research into licensing	2	8

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

N/A

○ **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.)*

- Nicaela Rose - Testing Minetest on laptop and looking into how to resolve the bug issue on MACs for this game. This should be easy as there are already troubleshooting documents on the internet. Will also research how to build 3D models in Minetest.
- Eric Kirch - Do more research on general licensing as well as Minetest, the free open source alternative that we've started to lean towards.
- William Lavelle - Develop ideas for different features and structures in the simulation.
- Zhihao Liu - Build mods in Minetest and share experiences with the team.
- Jacob Kelderman - Will research more modding capabilities of mine test. Will also look at the lua documentation to start becoming more familiar with it.

- **Summary of weekly advisor meeting** *(If applicable/optional)*

3/3 Meeting Notes

- Talked about Physics engines like TPE
- Try to design a transmission channel like a tower
- Optical transmission
- Dr. D want to schedule an in-person meeting

Need to do:

- Try to build a tweakable model
- Learn how to build 3d models in minetest
- Try to build vehicles, ships, lightning boats, etc.
- Create something that can show out.
- Demo codes to other team members