

EE/CprE/SE 491 WEEKLY REPORT 6

3/7 – 3/11 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/Licensing aspects, Made flowchart diagram

○ **Weekly Summary**

We took our ideas and made a program diagram out of them. We had our requirements presentation this week. Our client could not meet with us this week, but we brainstormed a list of questions to ask them next week about the specifics of the project.

○ **Past week accomplishments**

- Nicaela Rose - Worked on the project plan assignment. Did more research on Minetest - downloaded and tested on MAC, looked into existing mods, and looked into tutorials in creating mods. Also brainstormed features we want to include in our game that we plan on running by with our client. Questions for next week:
 - Based on existing mods:
 - Mobs: Animals and humanoids
 - Nature: Trees, plants, farming, fishing, weather changes (snow), etc
 - Tools: Picks, Axes, etc
 - Vehicles: cars
 - What other equipment do we need and how will we implement it?
 - What is required to create a new mod?
 - LUA API
 - Minetest Modding Book provided for tutorials
- Eric Kirch - Created the first draft of our system diagram. Worked on the project plan presentation. Created questions for next meeting with Dr. Daniels:
 - *Where should you go to start the coverage test
 - *What would be the most important thing to start with

- *How much access should we give to future devs (People who want to mod the mod) ?
 - *What should the specs of the computer of the mod running on be?
- Jacob Kelderman - Worked on project plan, created gantt chart. Played more minetest found an electricity mod called mesecons. Worked on list of features to be implemented into the mod
 - A way to determine how strong a signal is at a given location
 - Can communicate with farming equipment
 - Main purpose is to see how strong signal is
 - If we do multiplayer we could do communication between players
 - How realistic should the network be for cell phones?
- Zhihao Liu - Worked on the project plan assignment. Researched and learned to build mods in Minetest. Created questions for next meeting with Dr. Daniels.
- William Lavelle - Brainstormed specific details about our project to ask our client next week. These questions are about cell towers:
 - Should they have a finite range?
 - Should they be affected by weather? How? (lower range and speed?)
 - Do they need a power supply wire ran out to them, or do they function without it?
 - Should the signal strength decrease under certain conditions? What should those questions be?
 - Do we need to implement backhaul?
 - Should they be customizable? (add different antennas, receivers, etc?)
 - Can they communicate with other features, like satellites?

○ Pending issues

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	Brainstormed specific details about our project to ask our client next week.	4	14
Nicaela Rose	Project plan presentation and project plan assignment. Downloaded Minetest on MAC, did research on existing mods and watched tutorials on creating a module	4	13

Jacob Kelderman	Found electricity mod for minetest and tested it out, worked on features to implement into mod, came up with questions to ask Dr.Daniels.	4	13
Zhihao Liu	Worked on the project plan assignment. Researched and learned to build mods in Minetest. Created questions for the next meeting with Dr. Daniels.	3	11.5
Eric Kirch	System diagram started, worked on project planning slides	3	14

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

- **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 - Will test existing mods on Minetest to see the process of utilizing modules that are ready for use. Will also look into the Lua API Documentation provided by Minetest to get more familiar with the language.
 - Continue to think of new things to add to the system
 - Jacob Kelderman - Continue trying out more mods, look up tutorials for creating minetest mod.
 - Zhihao Liu - Build tweakable mods in Minetest. Share experience with team and ask Dr. Daniels questions to find out what to do next.
 - William Lavelle - Ensure that we can meet with the professor this week. Learn Lua.

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

We did not meet with our client this week.

Current System Diagram:

