EE/CprE/SE 491 WEEKLY REPORT 7

3/21 – 3/25 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 - Started making design documents

- ○ **Weekly Summary**

  We had our design presentation this week. Our client could not meet with us this week, but we were able to communicate over email. They answered our questions from last week, and we used those to come up with new, more detailed questions for next week's meeting.
- ○ **Past week accomplishments**
  - ● Nicaela Rose - Looked into existing mods in Minetest that will be relevant towards our project. Also looked into the Lua API Documentation
  - ● Eric Kirch - Created Control Panel design document
  - ● Jacob Kelderman - Worked on the design document, came up with the key design features.
  - ● William Lavelle - Communicated with client over email, completed Design portion of design document, decided more exact details about what will be implemented and how it will work.
  - ● Zhihao Liu - Worked on the Design assignment. Browsed and tested mods in Minetest. Tried to modify mods. Learned about Lua.

- ○ **Pending issues**

  N/A

Individual contributions

| NAME	Individual Contributions *(Quick list of contributions. This should be short.)*	Hours this week	HOURS cumulative
William Lavelle	Completed the Design Talk. Communicated with client via email.	2	16
Nicaela Rose	Worked on the Design Assignment and Design Presentation with team members. Also looked at existing mods and tutorials on how to created new mods	2	15
Jacob Kelderman	Worked on the design document, came up with key features of design.	2	15
Zhihao Liu	Worked on Design Assignment and presentation. Tested mods in Minetest. Tried to modify mods.	2.5	15
Eric Kirch	Worked on Design Assignment as well as presentation. Created a design document for the control panel	2	16

- ○ **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.)*

- Everyone - Develop a tight, focused set of questions to ask our client this week to not waste meeting time.
- Eric - Create design documents for the rest of the current objects in our game
- Nicaela Rose - Start testing current mods and using it in Minetest to see how to implement new mods in the game

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

    N/A
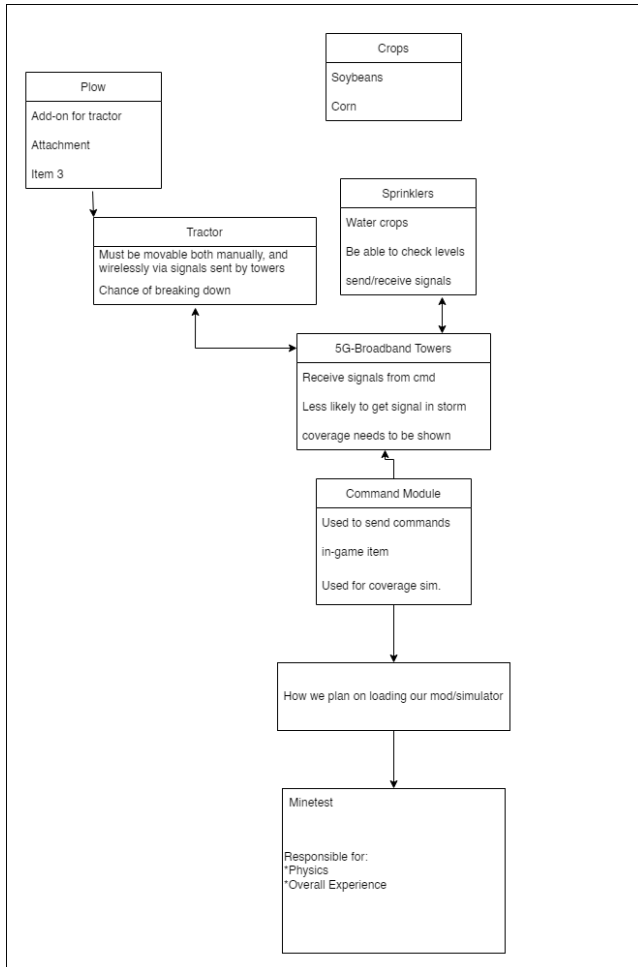
Design Document for Control Panel:

Object: Control Panel
Purpose: Control all of the items in the world (tractors, sprinklers, etc.)

Interaction with user: User can check the panel for a status report on each of the devices, as well as see connection. The connection is the 5G coverage, and will be used to see if things will fail. Full bars will mean a 0% chance of failure (per device), and one bar will be an 80% chance of failure (assuming 5 bars, per device). The device will offer some way to try and fix the connection when there is now clear reason as to why it's unstable (not due to weather, bad placement, etc.)

Interaction with other objects:

Sprinklers: will receive connection and state data for the device (in use, ready, etc.)

Tractors: will receive connection status, gas statistics, as well as the position of the tractor

Cell Towers: Will be able to see what devices are connected to which tower, and the tower's status. Error logging should also be kept in the tower and somehow retrievable, probably through here.