EE/CprE/SE 492 BIWEEKLY REPORT 1

8/29/2022 – 9/15/2022

Group number: 3

Project title: **Minecraft mods for 5G and Beyond**

Client &/Advisor: Dr. Daniels

Team Members/Role: **William, Nicaela, Jacob, Zhihao, Eric**

(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.)

- o **Weekly Summary**

  Our team has had some trouble getting started due to extremely conflicting schedules and one-off extraneous disruptions, so we are a little behind, but now we've got it in gear. After much strife, we were finally able to find a time that works for everyone. We also clarified a few details of the project with our advisor.

- o **Past week accomplishments** *(Please describe/summarize as to what was done, by whom, when and, collectively as a group. This should be about a paragraph or two in length. Bulleted points are acceptable as well. Please keep only your technical details related to your project. Figures, schematics, flow diagrams, pseudocode, and project related results are acceptable, but please ensure that they are legible (clear enough to read) and to provide an explanation. If researching a topic, please add a few details about what was learned and how it is relevant to the project. If two or more people worked on a single task, be sure to distinguish how each member contributed to the task. Specific details relating to the assistance provided to other members may be included here.* **Do not include classwork, such as individual reflection assignments, and group meetings as part of your duties.)**

  - Nicaela Rose - Reached out to 4H Director Debbie Nistler to see what she would like to see in our product since the goal is to distribute to 4H students. Looked into tutorials on LUA.
  - Jacob Kelderman - Met with Dr. Daniels to discuss if we are going to go in the direction of a game or simulator.
  - William Lavelle - Asked a lot of questions and did a lot of maneuvering to find a time that everyone can meet.

- Zhihao Liu - Met with Dr. Daniels to determine the working directions. Starting to create blocks.
- Eric Kirch - Pseudocode stuff, Team reflection from 491, figured out meeting time

- o **Pending issues** *(If applicable: Were there any unexpected complications? Please elaborate.)*
  - Nicaela Rose - No issues. Pending response from Debbie.
  - Jacob Kelderman - No unexpected issues.
  - William Lavelle - Finally found a good meeting time, so I'm doing great! No issues!
  - Zhihao Liu - No pending issues.
  - Eric Kirch - Started work on a Game vs Simulation venn diagram, and then was told that we've settled on a simulation. Had to redo meeting times, as it was scheduled during a lab of mine

- o **Individual contributions** *(Creating this section is optional, but it is **Required to include the "Hours Worked for the Week" and their "Total Cumulative Hours" for the project for each member somewhere relevant in your report. Your individual weekly hours should be at a minimum of 6-8 hours for this course. So please manage your time well. Also, ensure that individual contributions support your claim to the weekly hours. Be honest with the reports.***)*

NAME	**Individual Contributions** *(Quick list of contributions. This should be short.)*	**Hours this week**	**HOURS cumulative**
Nicaela Rose	LUA Research and reached out to the 4H Director to see suggestions for our simulator. Met with our advisor.	3	3
Jacob Kelderman	Met with Dr.Daniels	1	1
William Lavelle	Asked a lot of questions and did a lot of maneuvering to find a time that everyone can meet.	3	3
Zhihao Liu	Met with Dr. Daniels to determine the working directions. Starting to create blocks.	2	2
Eric Kirch	Reflection, starting pseudo-code, figuring out meeting time	3	3

- o **Comments and extended discussion** *(Optional)*
  Feel free to discuss non-technical issues related to your project.

- o **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 - Follow up with 4H Director and start to code with LUA to implement different features we want in Minetest.

- Jacob Kelderman: Set up gitlab file structure and start work on creating block for mod
- William Lavelle: Create a new block in Minetest as an introduction to programming in LUA.
- Zhihao Liu - Keep building blocks. Contact with an EE professor to discuss some technical problems encountered.
- Eric Kirch - Work on pseudo-code for a block, and then start implementing the code for it in LUA in a Minetest readable format

- **Summary of weekly advisor meeting** (*If applicable/optional*)
  (Provide a concise summary on the contents and progress made during the advisor meeting.)
  Found a time that works for everyone
  Clarified details about the advisor's vision for the project

Grading criteria

Each report is worth 10 points. Scores will be awarded as follows:

- **8 – 10**: Progress for your project seems to be suitable. Documentation and hours reported by team members are adequate.
- **6 – 8**: There is scope of improvement both in your report and your project progress. Can consult with the instructor/TA after class for further inputs.
- **< 6**: Please talk to instructors/TA after class hours about any difficulties that you/your team is facing.

Each report should be unique in that they have a unique set of supporting details for your contributions. So please do not just copy your reports from the previous week. In addition, please avoid any personal pronouns (he, she, I, you). Try to keep your reports as neat as possible.

What worked:
-We communicate very well together. We let each other know what needs to be done, and how much of it has already been worked on. We make sure that we know when a meeting is and are there within a reasonable time
-The assignments we were assigned, we completed to a very high quality. Even if we didn't get perfect points, we corrected it for next time, and grew from it
-We made some very hard design processes warly on that will help us in the future, mainly choosing Minetest. We'll just need to specify our design more next time we talk with Dr. Daniels

What didn't work:
-The big thing I took away from the meeting was the simulator vs game problem. We're using a game to make a simulator, and this could be confusing to a lot of people. Including some game elements will be good, we just need to see what that entails with Dr. Daniels when we report to him next
-Scheduling was rough for some of us (I know I was one of those people), I had a recitation at that time, and I know we mostly met online. Having a time we can all meet, and in person too, will help us a lot
-Presenting the project in its current state is rough. Many people outside of us don't really understand what's going on with it, and what makes it different. This will help when we have a prototype, but we need to rethink how we're presenting the project to our clients and others