EE/CprE/SE 492 BIWEEKLY REPORT 3

9/27/2022 - 10/11/2022

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**

This week, we kept working on our individual goals. Everyone has a feature to complete, most of which are independent from each other.

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 - Looked into security features that I can possibly implement.
- Jacob Kelderman - created tower block began work on implementing money system
- William Lavelle - Finishing map generation.
- Zhihao Liu - Built mods of the antenna.
- Eric Kirch - Meeting with Dr. Daniels, got freecam in our code along with increase and decrease functions

o **Pending issues** *(If applicable: Were there any unexpected complications? Please elaborate.)*

- Nicaela Rose - No issues.
- Jacob Kelderman - No Issues

- William Lavelle - No issues.
- Zhihao Liu - No pending issues.
- Eric Kirch - Free cam has a slight bug when if loading into a world, you forgot to exit free cam

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	Did some research on game security.	1	7
Jacob Kelderman	Created Cell tower block began work on currency	4	9
William Lavelle	Finished developing map generation.	3	10
Zhihao Liu	Researched and built mods of the antenna.	3	8
Eric Kirch	Moved free cam code over, reworked project files, added increase and decrease commands	4	11

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 - Keep implementing features/building blocks. Also look into how I can implement security features in the game if possible. I would like to be more hands on this upcoming week as I did not do much this past week due to midterms.
- Jacob Kelderman - Finish currency system and research multi block structures
- William Lavelle - Pick a new goal from the list we made at the advisor meeting and complete it.
- Zhihao Liu - Add more features to the antenna mod to make it more like a real-life cell tower part.
- Eric Kirch - Help William with positioning tools, start work on distance functions/ connectivity things

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

(Provide a concise summary on the contents and progress made during the advisor meeting.)

-Add animals

-Change state of animals based on distance from tower, line of sight. Change color of cow based on coverage

-Land ownership

- 5G antenna graphics

- Code to find closest tower, see if it is in range (Prelimary idea: within range 1, lines of sight doesn't matter, within range 2 it does, range 1 < range 2)