
EE/CprE/SE 492 BIWEEKLY REPORT 5

10/25/2022 – 11/08/2022

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.)

○ **Weekly Summary**

This week we finished a lot of individual goals, and several cool new features have been implemented independently. Now we just need to tie them together!

- **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 - Demo for protection block and finding ways to claim land ownership and see what land is claimed in the map.
- Jacob Kelderman - Was able to get distance to nearest tower for sheep, if sheep went further then certain distance from a tower then they died
- William Lavelle - Got a map to generate from real-life elevation data successfully! Woo!

- Zhihao Liu - Improved the effect of changing colors for animals. Developed a way to change colors with commands.
 - Eric Kirch - Researched node coloring and got the Towers to turn green when close
- **Pending issues** *(If applicable: Were there any unexpected complications? Please elaborate.)*
- Nicaela Rose - None
 - Jacob Kelderman - None
 - William Lavelle - The map creation software is rather finicky. I need to see how I can improve this.
 - Zhihao Liu - Could not find a variable representing all animals.
 - Eric Kirch - Minetest needing to replace node instead of rerendering it
- **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.***)

<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>
Nicaela Rose	Looked at how land ownership works in Minetest and what is needed to place protection blocks. Also looked in different commands and features this adds into the game	3	14
Jacob Kelderman	Was able to send event when sheep moved to get the distance to nearest tower	4	16
William Lavelle	Got a map to generate from real-life elevation data successfully!	6	16
Zhihao Liu	Improved the effect of changing colors for animals. Developed a way to change colors with commands.	3	14
Eric Kirch	Global Step, Color changing, list fixing	7	27

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

- **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 - Work on combining everyone's work into one world. Look into more LUA research and Minetest documentation
 - Jacob Kelderman: Comment changes and push to gitlab, see what else needs to be done
 - William Lavelle: The mapgen works for base terrain, but does not add features like trees, forests, or any water. I need to add this.
 - Zhihao Liu - Solve the problem of animal variables, improve the performance of the antenna model, and find new tasks to do after completion.
 - Eric Kirch - Comment code, see about switching global step to an infinite while loop

- **Summary of weekly advisor meeting** *(If applicable/optional)*
(Provide a concise summary on the contents and progress made during the advisor meeting.)

Dr. D is traveling this week.