
EE/CprE/SE 492 BIWEEKLY REPORT 6

11/08/2022 – 11/22/2022

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**

Nothing much to report, just working on each of our individual projects!

- **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 - Completed demo for land ownership and protection blocks.
- Jacob Kelderman - Implemented line of site check with sheep
- William Lavelle - Working on map gen - got landscape to work, but still no water or land decoration, like trees.
- Zhihao Liu - Tried to solve the problems encountered before, but could not achieve the expected purpose. Researched how to add mods to creative inventory.

- Eric Kirch - Finished tower color changing; Commenting; global step alternative research
- **Pending issues** *(If applicable: Were there any unexpected complications? Please elaborate.)*
 - Nicaela Rose - None
 - Jacob Kelderman - None
 - William Lavelle - Getting other people’s software to work sucks! Random crashes and unexpected complications everywhere!
 - Zhihao Liu - A different approach may be needed to change the animal color.
 - Eric Kirch - Still no alternative to global step, which is a timer, rather than a specific event
- **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	Completed demo for land ownership and protection blocks. Also looked in different commands and features this adds into the game	8	22
Jacob Kelderman	Implemented line of sight check for sheep	6	22
William Lavelle	Got a map to generate from real-life elevation data successfully!	5	21
Zhihao Liu	Improved the effect of changing colors for animals. Developed a way to change colors with commands.	5	21
Eric Kirch	Global step alternative research, commenting our code, more work on tower colors	4	31

- **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 - Look into if there are ways we can see what animals/objects are placed and where in a claimed land. Will also find a way to add a Tower base and Tower Antenna Blocks to our Creative Inventory. Will also look into ways to modify a user's starting inventory when they start a world.
 - Jacob Kelderman - Comment and merge code, implement signal strength system based on line of sight and distance
 - William Lavelle - Add water and land decorations (forests, grass, trees) to mapgen.
 - Zhihao Liu - Discuss possible solutions to the problem, and add tower base and antenna blocks to creative inventory.
 - Eric Kirch - Research how the pigs move, and use that to tie in where they are in relation to a tower

- **Summary of weekly advisor meeting** *(If applicable/optional)*
(Provide a concise summary on the contents and progress made during the advisor meeting.)
Dr Daniels was traveling this week, so no meeting.