

EE/CprE/SE 492 BI-WEEKLY REPORT 15

September 9 – September 22

Group number: 18

Project title: GPGPU Parallelization of Memworld

Client &/Advisor: Dr. Wymore

Team Members/Role:

- ***William Blanchard, Parallelization Lead***
- ***Mason DeClercq, Team Lead***
- ***Jay Edwards, Documentation Lead***
- ***Cristofer Medina Lopez, Integration Lead***
- ***Dalton Rederick, Communications Lead***
- ***Collin Reeves, Game Development Lead***

○ Bi-Weekly Summary

Over these past two weeks, work on the game worlds continued. World 1 has been completed. World 2 needs some modifications to the objects to increase performance, but otherwise, it is completed. Worlds 3 and 4 are also completed. Unit tests for the application are continuing to be added. Work on the final report has been started and is in rough draft stages.

○ **Past weeks accomplishments**

• Wil Blanchard:

- Contributed to project presentation poster
- Helped create final presentation
- Created interface to change color of GUI text

• Mason DeClercq :

- Tested/fixed application with Dr. Memory
- Added more test cases
- Worked on writing final report

• Jay Edwards:

- Finished World 3

• Cristofer Medina Lopez:

- Tested teammates' feature branches on Mac, made any necessary changes and integrated into main
- Worked on completing World 4; all assets, collectables, moving platforms with final goal integrated/implemented
- Worked on poster and presentation

• Dalton Rederick:

- Fixed Issues with previous rotation module
- Helped work with finalizing world 2
- Got world 1 updated to current standards
- Implemented goal object to interface between levels

• Collin Reeves:

- Finished up world 2 with all assets, collectables, goal

○ **Pending issues**

- *No pressing issues at this time*

○ **Individual contributions**

<u>NAME</u>	<u>Individual Contributions</u> <i>(Quick list of contributions. This should be short.)</i>	<u>Hours worked</u>	<u>HOURS cumulative</u>
Wil Blanchard	Final presentation and poster work, configurable GUI text color	8	67.5
Mason DeClercq	Tested/Fixed application with Dr. Memory. Added more test cases. Worked on writing final report	16	194.5
Jay Edwards	Finished World 3 implementation	8	86
Cristofer Medina Lopez	Testing and integrating feature branches into main. World 4 development. Contribution to final poster and presentation	8.5	87
Dalton Rederick	Fixed Issues with previous rotation module Helped work with finalizing world 2 Got world 1 updated to current standards Implemented goal object to interface between levels	9	78
Collin Reeves	Continued working on world 2. Made gravity and jump height configurable. Looked into making player "height" something configurable on a per level basis Looked into displaying text on a per level basis (level objectives, hints, etc)	8	85

- **Plans for the upcoming weeks**

- Wil Blanchard: Continue working on final presentation and look over final report.
- Mason DeClercq : Continue to work on the final paper/presentation. Help others where needed.
- Jay Edwards: Merge World 3 into the main branch. Work on final presentation and final report
- Cristofer Medina Lopez: Work on final presentation and paper
- Dalton Rederick: Work on the final presentation/paper
- Collin Reeves: Optimize assets in World 2 to make better framerate, work on final presentation/paper

- **Summary of the advisor meeting**

We had our final meeting with our advisor this week. We gave him a demonstration of the application. He was pleased with the progress that we had made.