

# Cozy Caves

## A D&D Dungeon Generator

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# Goals

- ☒ ~~Presenting what we have been doing~~
- ☒ ~~What will we work on till next meeting~~

## To Discuss

- Item and props theme research
- Room generation layout
- Put all the needed documentations in the git repo by NEXT WEEK!
- Begin work on putting together mid trimester group progress report

## Individual Module Progress and Goals

### Design & Art

- Continuing work on drafts of different sets of tiles [Naomi]

### Website UI & Wireframing

- Finish documentation on wireframing [Diana] [Naomi]
- Aim to finish prototype and give to Gideon [Diana] [Naomi]
- Finish documentation on Website UI [Gideon]
- Finish the divs for the wireframe [Gideon]
- Begin research and working on rendering [Gideon]
- Begin working on components and styling [Gideon]

### Dungeon Generation

- Finish BSP basic implementation [Carlo] [Gavin]
- Fine tune input parameters of the algorithm and document [Carlo] [Gavin]
- Sort out data structure to keep track of room spaces in order to provide necessary information for future Room Gen integration [Carlo] [Gavin]
- Implement random seeding [Carlo] [Gavin]

### Both Room Generation Modules

- Continue work on basic layout partitioning system with at least one way to scale [Abdul]

### All 3 Item & Prop Modules

- Finish documentation on items and item metadata [Diana] [Naomi]
- Research further into item descriptions (both mechanical & narrative type descriptions) [Diana]