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Adam Flores  
Carlos Lomeli  
Marco Tran  
Luciano Vega  
CECS 491B - Deathmarch

### Cumulative Daily Stand Up

#### Daily Stand Up 11/26/2018

Raymond Chin	
What have you completed?	Created icons and sprites for npc
What are you working on?	Adding it to the game
What roadblocks did you face?	Map disappears when adding npc sprites

Adam Flores	
What have you completed?	Port player movement to new game.
What are you working on?	Allow for diagonal movement so that 45 deg. Walls/Shooting/Projectiles work.
What roadblocks did you face?	The biggest problem is rotating the sprites in non-90 deg. increments.

Luciano	
What have you completed?	Some AI movement and following of player

What are you working on?	Working on AI movement and shooting
What roadblocks did you face?	AI is still buggy

Marco	
What have you completed?	Collision detection
What are you working on?	Map for new game
What roadblocks did you face?	Finding new tilesets

Carlos	
What have you completed?	Dividing project tasks among group
What are you working on?	How to bounce bullets off wall using old collision method
What roadblocks did you face?	Time constraints due to other classes

Daily Stand Up 11/28/2018

Raymond Chin	
What have you completed?	Have successfully added icons and sprites
What are you working on?	Making sure that collision detection is accurate to sprites
What roadblocks did you face?	N/A

Adam Flores	
What have you completed?	Setting up Github
What are you working on?	Allocating reusable resources from last project
What roadblocks did you face?	N/A

Luciano	
What have you completed?	Basic AI
What are you working on?	AI rotation
What roadblocks did you face?	Refining AI animation

Marco	
What have you completed?	Prototype the map
What are you working on?	Add collision to the map
What roadblocks did you face?	Map generation algorithm

Carlos	
What have you completed?	Buying new assets
What are you working on?	Making assets available for whole team
What roadblocks did you face?	N/A

Daily Standup 12/03/2018

Raymond Chin	
What have you completed?	Nothing still working on bullets
What are you working on?	Bullets
What roadblocks did you face?	Have faced many errors implementing bullets have found nothing that really works so far.

Adam Flores	
What have you completed?	Consolidate branches from the weekend.
What are you working on?	Rebounds
What roadblocks did you face?	

Luciano	
What have you completed?	Still working on AI
What are you working on?	Working on AI movement and shooting
What roadblocks did you face?	AI is still buggy

Marco	
What have you completed?	Map for new game
What are you working on?	Collision with map and angular calculations
What roadblocks did you face?	Figuring out the logic for different sides of diagonal collisions

Carlos	
What have you completed?	Updating Menu and Interface
What are you working on?	Finishing new menu and finding new icons
What roadblocks did you face?	Render vs Show method disparity

Daily Stand Up 12/05/2018

Raymond Chin	
What have you completed?	Created icons and sprites for npc
What are you working on?	Adding it to the game
What roadblocks did you face?	Map disappears when adding npc sprites

Adam Flores	
What have you completed?	Figured out how to implement torus movement
What are you working on?	Actually implementing torus movement.
What roadblocks did you face?	Viewport and world coordinates are not synchronized. Need to find a way to get them to play well together.

Luciano	
What have you completed?	Some AI movement and following of player
What are you working on?	Working on AI movement and shooting
What roadblocks did you face?	AI is still buggy

Marco	
What have you completed?	Collision detection
What are you working on?	Map for new game
What roadblocks did you face?	Finding new tilesets

Carlos	
What have you completed?	New Menus for Gamester App
What are you working on?	Placing collectable objects on map
What roadblocks did you face?	Coordinates being messed up



Daily Stand Up 12/10/2018

Raymond Chin	
What have you completed?	N/A
What are you working on?	Attempted adding powerups
What roadblocks did you face?	Powerups were not working correctly

Adam Flores	
What have you completed?	Implemented torus movement
What are you working on?	Finished project
What roadblocks did you face?	N/A

Luciano	
What have you completed?	AI movement and shooting
What are you working on?	Finished Project
What roadblocks did you face?	Some bugs that took longer than expected to finish

Marco	
What have you completed?	Map for new game
What are you working on?	Finished project
What roadblocks did you face?	N/A

Carlos	
What have you completed?	Coin/Birdseed to collect also sound
What are you working on?	N/A finished project
What roadblocks did you face?	Some bugs with the birdseed and sound.