CS-230 Group 36
Meeting Minutes - Week 6

Date and Time

Friday 29th November 2019
Meeting began at 14:00 and ended at 15:10

Attendance

- Samuel Roach
- Blake Davies
- George Carpenter
- Angelo Balistoy
- Ioan Mazurca
- Chukwuka Ajeh

Progress

- GUI has been implemented , by Maz, and works as expected

- Teleporters have had their functionality slightly changed due to an unforeseen error and have also been implemented by George

- Save and Load functionality has been implemented, by Samuel, and happens automatically on every tick

- JavDoc commenting has been commenced and generated, Angelo is working towards finishing this

- A whole lot of code has been cleaned up, George is actively working on this

- Blake has done a brilliant job of creating new sprites for almost every Entity and a good number of the Cells

- In the process of building the Save / Load functions and GUI, Sam and Maz have also now implemented a User system

- Angelo and Chuks are continuing to work in SmartEnemy movement via BFS and A Algorithms

- Both TokenDoor and KeyDoor interactions have been implemented by Samuel

To-do

- GUI
  - The GUI can be cleaned up and made a lot more pretty
  - The game background needs some changing, George and Blake are working on this
  - Player Inventory and Minimaps can be implemented via a GUI, Maz and Samuel are looking into this
  - Samuel is going to add high scores into the User class
  - Maz is going to look into adding a level access check to the GUI so players cannot play levels they have not yet unlocked

- Code
  - Player death and Level completion via Goals have yet to be fully implemented

- Samuel wants to add music to the game
- Enemies do not actually move yet, not assigned to anyone in particular
- Blake, Sam and George are looking into dynamic sprites to allow Keys to be any colour and not fixed
- George is going to set up an experimental branch where they will try and make some efficiency changes to the project in order to get it running smoother

- Video
  - Blake and Samuel are working on a script for the video
  - Blake will be organising production whilst Samuel will make the final product
  - Chuks has been chosen as the narrator

Next Meeting

- Wednesday 4 December
  - This meeting will not be the weekly meeting, but rather a catch-up to discuss anything not yet finalised before Fridays meeting
- Friday 6 December
  - Formal weekly meeting
  - Additionally we also have our academic mentoring session on this day