CS 440 Meeting Minutes

Group: 13 **Date:** 02/28/2020   **Time:** 5:00pm   **Duration:** 1 hour

Location: CS Lounge

Present, on time: Cecilia Avila, Eugenio Perez, Kaveesha Weerasiri, Adrian Zavala

Present, not on time: N/A

Absent: N/A
Synopsis:

- Get everyone up to date with tools if needed. Everyone should be able to make their own rooms

Recent Accomplishments:

- Eugenio: Implemented an event that occurs upon interaction with an ingame object, found out how to manipulate external ingame objects that aren't tied to the script.
- Adrian: Collaborated to make the player movement and animation. Scripted room 1 door to only work when the key is held.
- Kaveesha: helped Adrian integrate his player animation and Cecilia's start screen. Integrated my own enemy scripting into the working branch
- Cecilia: Created welcome scene and buttons with functionality. Collaborated with Adrian and created the key script to communicate with the door script.
- Ability to use Github with Unity.
- Fix animation for the characters

- Updated README.txt for project set-up
- Integrated welcome screen to the next scene.
- Integrated everyone's accomplishments together for one scene
- All: Demoed project to TA >

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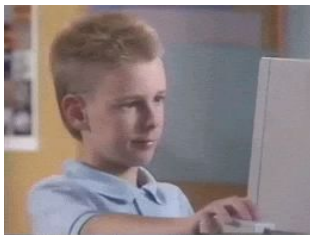
Current Activities:

- Get to the point where everyone can create their own scene

Action Items:

- All: Design levels, get collision working, brainstorm ideas for your own level