CS 440 Meeting Minutes

Group: 13   **Date:** 01/30/2020   **Time:** 5:00pm   **Duration:** 2 hours

Location: CS Lounge

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

Present, not on time: N/A

Absent: N/A

Synopsis:

Decided to incorporate a little of everyone's ideas including mobile app and drones.

1. Informational map/pamphlet app (downloaded)
2. History of park location via GPS with voice over
3. Scheduling volunteer apps
4. Surveillance for research in animal behavior
5. Geographic recording
6. Surveying, assisting, and scouting emergency situations
7. Find stranded hikers with nightly scout (tracking camper's status)
8. Picking up trash with pneumatic spike
9. Drones will be spread out around parks with stations
10. Ads to help donate to the park

Recent Accomplishments:

Everyone has successfully read each other's ideas that were submitted.

Decided on the coding project, Invader of the Void.

Decided that we would combine all of our ideas into the development project.

Current Activities:

Reading through the coding project description

Action Items:

Coding:

Figure out which game engine to use that is compatible with different operating systems

Design a basic level

A basic player with player movements (left, right, up, down)

Implement a timer to the game