

CS 440 Meeting Minutes

Group: 13 **Date:** 04/11/2020 **Time:** 3:00pm **Duration:** 45 minutes

Location: Virtually

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

Present, not on time: N/A

Absent: N/A

Synopsis:

- Worked on our own rooms to show at the demo
- Scenes are now linked together

Recent Accomplishments:

- Eugenio: Finished darkness room, implemented an easy to use script for switch toggling and platform moving.
- Adrian: Created a space theme room in unity with character, tiles, collision barriers, and spawn/respawn point. Determined how to layout the transition into the space theme room. Created a player and some action items. Successfully added Kaveesha's trampoline to space room level.
- Kaveesha: Designed a second phase to the boss, added game over screen, winning screen, gun, explosion animations, scripted trampolines, apples, vertical platform, music, fixed bat animation
- Cecilia: Completed building mode for the player. Building mode allows you to build and destroy blocks with your mouse. Added a ghost that floats around the room as an enemy. I also used the previous key and a door as a level objective from the first level.
- All: presented, github seems to work and its great

Current Activities:

- Get to a point where we can start testing our code
- Polish individual scenes
- Staying at home

Action Items:

- Kaveesha: start testing and begin to take out null pointer exceptions
- Adrian: Determine why animations do not transition smoothly into each other
- Cecilia: Begin testing and enhance building mode so that the player can use a mouse or keyboard.
- Eugenio: Polish rooms and create test cases