

CS 440 Meeting Minutes

Group: 13 **Date:** 02/07/2020 **Time:** 5:00pm **Duration:** 45 minutes

Location: CS Lounge

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

Present, not on time: N/A

Absent: N/A

Synopsis:

- We thought about the different game engines to use. Decided to stick with Unity because it has a decent amount of coding involved, different classes that interact with each other through objects, and documentation that can give clarifications on specific parts of coding

Recent Accomplishments:

- Read through the coding project description
- Established Unity as our game engine
- Everyone: Went through Unity's platformer tutorial, learned some basic C#

Current Activities:

- Understand basic Unity for 2D games

Action Items:

- Cecilia: Working on the welcome screen which contains a play button and an instructions button. Welcome screen also contains a background image. Instructions will display a pop up screen with player functionalities and game objective.
- Kaveesha: Create an enemy that has movement and hit detection with the player.
- Eugenio: Create a basic room from scratch, spawn platforms and items, draw
- Adrian: Basic player controls (left, right, up, down), player spawn location