

CS 440 Meeting Minutes

Group: 13 **Date:** 04/3/2020 **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:

- Continued to work on our own rooms, but having trouble merging everything

Recent Accomplishments:

- Eugenio: Implemented a scrolling screen for "Darkness" room
- 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.
- Kaveesha: Player health decreases when hit by an enemy. Boss has its own health bar. Player can shoot and damage the enemy. Enemy disappears when it is out of health
- Cecilia: Created a room and player but continued my research on build and destruction of blocks done by the player. Have been running into some difficulties with placement and creating the blocks.

Current Activities:

- Get to a point where we can start testing our code
- Continue to work without conflicting too much with other teammates code
- Figure out why the github ignore file is not working properly as well as github and unity in general
- Staying at home

Action Items:

- All: Design levels, get collision working, brainstorm and implement ideas for your own level
- Kaveesha: Design a harder boss fight or game over screen or winning scenario
- Adrian: Finish character animations, implement interaction with jetpack
- Cecilia: Continue implementing character abilities to interact with blocks to complete level.
- Eugenio: Continuing to polish the puzzle room and see why character slows down over colliders