

CS 440 Meeting Minutes

Group: 13 **Date:** 03/06/2020 **Time:** 3:00pm **Duration:** 30 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:

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

Recent Accomplishments:

- Eugenio: Started work on new room using first room as a base. Currently designing platforms and architecture of new room, came up with gimmick for room (the room itself is dark and torches will be required to navigate as well as activate switches).
- Adrian: Researched how to adjust gravity in Unity
- Kaveesha: Switched from Visual Studio to Visual Studio Code because of license issues. Thought about different ways to use what we have and build upon it. Found some sound effects that we could potentially use.
- Cecilia: Started a basic room. Researching how to allow the character to place blocks and use them to their advantage.

Current Activities:

- Get to the point where everyone can create their own scene
- Understand what we are all going to work on in the next 3 weeks

Action Items:

- All: Design levels, get collision working, brainstorm ideas for your own level
- Kaveesha: Create a boss battle room and implement a player health bar for the tikiman
- Adrian: Create a space life theme room, and find a package to have spaceman character and animations
- Cecilia: Allow the character to glide on ramps. Create a room featuring Minecraft. Where the character can add and remove blocks.
- Eugenio: finish designing level, get torches and rudimentary "light sources" working