

# CS 440 Meeting Minutes

**Group:** 13 **Date:** 02/21/2020 **Time:** 5:00pm **Duration:** 1 hour

**Location:** CS Lounge

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

**Present, not on time:** N/A

**Absent:** N/A

**Synopsis:**

- More familiar with C# scripting, levels are functional, and Github version control is working with Unity.

**Recent Accomplishments:**

- Eugenio: Implemented elementary scripting for the first level, collision for the platforms, implemented a preexisting controller script for the player character for debugging purposes (To be replaced later with a homebrew script).
- Adrian: Began scripting player character
- Kaveesha: Used ai pathfinder to have the enemy follow the player. If the player hits the enemy, then the player spawns in a certain location
- Cecilia: Created welcome scene and buttons with functionality.
- Ability to use Github with Unity.

**Current Activities:**

- Get to the point where everyone can create their own scene
- Figure out way to integrate everything done individually so far
- Fix jump physics
- Fix animation for different characters
- Update README.txt for project set-up

**Action Items:**

- Cecilia: Integrate welcome screen to the next scene. Will begin to work on a new level for the player and also integrate a timer.
- Kaveesha: move enemy back and forth, create an enemy that has animation between different sprites, begin to create a new level
- Eugenio: Finish Room 1,
- Adrian: Basic player controls (left, right, up, down), player spawn location, change animation based on movement