

CS 440 Meeting Minutes

Group: 13 **Date:** 04/18/2020 **Time:** 10:00pm **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:

- Created a powerpoint for the coding demonstration

Recent Accomplishments:

- Eugenio: Found and fixed some bugs in the Darkness Room, finished slides for powerpoint presentation
- Adrian: Finished space room slide on PowerPoint
- Kaveesha: Finished slides for PowerPoint
- Cecilia: Finished my room slide for powerpoint.

Current Activities:

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

Action Items:

- Kaveesha: Testing and cleaning up code, particularly null pointer exceptions
- Adrian: Testing and cleaning code for jumping animation. At times players can jump on an item and glitch very high. Determine why animations do not transition smoothly into each other.
- Cecilia: Testing enemy movement to bounce around without the touch of blocks. Begin looking at each other's code for bugs. Also, practice and record for presentation.
- Eugenio: Keep polishing rooms and create more test cases