

CS 440 Meeting Minutes

Group: 13 **Date:** 02/13/2020 **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:

- Decided what ideas we wanted to put into the development project
- Decided to use medieval pixel art asset pack for the background and for objects since it is similar to the coding project description

Recent Accomplishments:

- All: Read through the coding project description
- Eugenio: created a scene for the first level in Unity, design and prop placement is complete, but it's missing collision and scripting.
- Adrian: Began scripting player character
- Kaveesha: Began scripting enemy character
- Cecilia: created basic first scene and buttons, but no functionality on buttons.

Current Activities:

- Understand scenes and physics Unity for 2D games
- Find a character and enemy asset pack

Action Items:

- Cecilia: Continue to work on the welcome screen which contains a play button, an instructions button, and a quit button. Clean up "Welcome screen" containing the background image. The Instructions button displays another scene with player functionalities and game objectives. Adding the quit button for the player to exit the game.
- Kaveesha: Create an enemy that has animation between different sprites, has movement back and forth, and has hit detection.
- Eugenio: Create a basic room from scratch, spawn platforms and items, assign collision to platforms and scripting for interactive objects.
- Adrian: Basic player controls (left, right, up, down), player spawn location, change animation based on movement