

## CS 440 Meeting Minutes

**Group:** 13 **Date:** 03/12/2020 **Time:** 3:00pm **Duration:** 45 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:**

- Started working on our own rooms, but having trouble merging everything

**Recent Accomplishments:**

- Implemented a dynamic "light source" and scripted the ability to place objects on other objects in the game world.
- 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: Created a moving platform that the player can stand on and move with. Created a bigger room for the boss battle. Merged the branch that has github fixed for the most part into my own branch. Figured out a suboptimal way of opening unity when it does not want to. Tried implementing player damage animation, but have not found good documentation to do so. Player health bar almost works, but may not be fully functional in the final build.
- Cecilia: Created a room and player but continuing 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:**

- Understand what we are all going to work on in the next 2 weeks
- Continue to work without conflicting too much with other teammates code
- Figure out why the github ignore file is not working properly
- Wash hands

**Action Items:**

- All: Design levels, get collision working, brainstorm ideas for your own level
- Kaveesha: Redoing my side of the work so my player does not conflict with the existing player. Will try to implement user lives or start working on the boss next.
- Adrian: Finish character animations, implement interaction with jetpack and fuel, and gravity changes
- Cecilia: Modify design of room to better challenge the player and use blocks to their advantage. Implement character crush and build abilities.
- Eugenio: finish designing level, implement a scrollable screen