

2/1/2022

Team Red

New Team Name: What the C#

Team Members:

- Chris Johnson
- Zach Richter
- Derek Johnson
- Kevin Nguyen
- Nick Reider
- Yajat Dhawan

Team Tasks:

1. Make sure everyone's Github is ready - maybe have a separate meeting to do it
2. Set up ICommand and make sure everyone knows how to use/implement it
3. Integration - early integration as the tasks are done - very important
  1. Make sure everyone's code is working together
  2. Thursday meetings to integrate team code
4. Create Interfaces
  1. ICommand - done
  2. ILinkState - Zach
  3. IController - done
  4. State Pattern
  5. IItemState - Derek
  6. IEnemyState - Kevin
5. Handling Link's state transitions.
  1. State Machine
6. Code Review Doc
7. Sprint Reflections

Individual tasks are divided based on how much work is needed for each task

A Task: Requires substantial work, possibly help from others

B Task: Requires moderate amount of work

C Task: Repetitive or easier task

Individual Tasks:

1. Player controls
  1. Wasd - Link and change his facing direction -A - Chris
  2. Z and N should make Link use his sword to attack -A - Nick
  3. 1,2,3,4,etc → make Link use a different item -A - Zach
  4. E to cause Link to become damaged -A - Kevin
2. Block/Obstacle controls
- a. "t" and "y" - cycle between which block is currently being shown -A - Yajat
3. Item controls
- . U and I should cycle between different items -A- Derek
4. Enemy/NPC

- . "o" and "p" - cycle which enemy or npc is currently being shown -C - Kevin
- 5. Other Controls - quit and reset -C - Yajat
- 6. Create new Classes
- . Link -B - Nick
- a. Enemy -B - Kevin
- b. Block -B - Chris
- c. Sprite Factory -B - Derek
- d. Item -B - Yajat
- 7. Get Sprites and appropriate Sprite Sheets -C - Derek
- 8. Implement keyboard input -C - zach
- 9. ReadMe Doc -C - Chris