

Team 6

Meeting Log

SCRUM Master

- Nick

Rules for preparation and participation

- Respect other people's ideas
- Show up to meetings
- Try to complete your task before the next meeting

Format:

[Month/Day] [Day of Week] [Meeting Place] [Time]

Things Discussed

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Things To-Do

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Things From Last Meeting

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5/2 Wednesday Spahr 2322 4:00 - 11:59

Things Discussed

- Added fireball explosion sprite and Frankenstein Monster Attack animation

Things To-Do

- Finish and Turn in Project

Things From Last Meeting

- Abandoned multiplayer to focus

5/2 Wednesday In Class 8:20-8:50

Things Discussed

- Test room works
- Bugs:
 - Sometimes monsters spawn on the wrong layer

Things To-Do

- Frankenstein attack animation
- User manual

Things From Last Meeting

- Invisible projectile fixed
 - Multiplayer still being worked on
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4/30 Monday Spahr 2322 4:00-6:00

Things Discussed

- Attempted to merge multiplayer
- Is multiplayer worth it? For now, yes.

Things To-Do

- Test room needed
- Explosion and death animations

Things From Last Meeting

- Multiplayer mode is happening, with lots of bugs
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4/27 Friday Spahr 2322 4:00 - 6:00

Things Discussed

- Level design being worked on
- Inventory being worked on
- Need to get multiplayer working on two computers before integration is possible

Things To-Do

- Bugs mostly fixed
- Multiplayer mode

Things From Last Meeting

- New monster, Frankenstein added to the game
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[4/26] Thursday Lab Room 12:30 - 2:30

Things Discussed

- If you go into the top corner of one of the rooms, and shoot towards the water, the fireball goes under the water

- Libraries used for multiplayer need to be cited in documentation
- There was an unresolved merge conflict breaking the program, got fixed in meeting

Things To-Do

- E key sprite for help menu
- lightning projectile

Things From Last Meeting

- Help menu finished again
 - character select screen fixed
 - font problem fixed
 - Monster stuff worked on
 - Multiplayer working w/ bugs
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4/23 Monday LEEP 2nd Floor Table 4:00-5:00

Things Discussed

- Multi player is being worked on, but it was a stretch goal so if it turns out to be too big of a stretch we are moving on to other necessary components
- Next meeting Thursday in Lab Section

Things To-Do

- God Mode
- Inventory
- Bug: The player moves faster in a diagonal when both keys are pressed

Things From Last Meeting

- Help screen done
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4/19 Thursday Lab 12:30PM - 2:30PM

Things Discussed

- Character selection screen has not been discussed or claimed yet

Things To-Do

- One hit bug
- Make more sprites and their items

Things From Last Meeting

- Lighting is finished

- Some sprites created

4/18 Wednesday Spahr 2322 4:00PM-5:00PM

Things Discussed

- 4 level game
- 2 villians total, one boss
- multiplayer
- inventory
 - key
 - spell book
 - new projectile
 - blue projectile
 - purple project
 - green
 - red
 - lightning projectile
- help screen
- items
- sounds
- test room
 - needs walls, water
- god mode for presentation
- Fixes:
 - Fireball and slimeball goes under the water tile for room0 on the top bridge of the top right chamber
 - Chamber left and right walls, allow you to go under bridge
 - Can insta-kill monsters with sword
 - Player needs "name" variable
 - Player can't get hit by 2 different slimeball's hitting him at the same time

Things To-Do

- Review Tasks on Trello and get what you can completed

Things From Last Meeting

- Review what we wanted to add

End of Project 3

4/8 Sunday 1:00-10:00 Spahr 2324

Things Discussed

- Finish documentation
- Finish bug fixes
- Turn in project

Things To-Do

- Practice presentation

Things From Last Meeting

- Monster death completed
- Monster movement added

4/7 Saturday 2:00-7:00 Eaton 2002

Things Discussed

- Some members think the countdown for the fireball to generate is unnecessary but we are keeping it
- Sound effects for games is moved to project 4
- Project 4 ideas: usernames stored for highest score
 - Difficulty levels
 - Help Screen with controls
 - Win screen

Things To-Do

- Monster death
- monster squiggly when moving
- Documentation
- Bug fixes
 - can pause while in inventory and dying
 - wall tile
 - ability to walk behind every monster
- JavaDoc
- Change the names of the objects to be descriptive
 - and the sprite names

Things From Last Meeting

- Hero death animation is complete

4/4 Wednesday 4:00-6:30 LEEP 2322

Things Discussed

- Documentation needs more work
- Bug fix merged during meeting

Things To-Do

- Monster death animation
- Sound effects for games
- Someone is buying gamemaker so we can have more features
- Making the death screen
- Fixing projectile collision
- Improving the inventory screen
- Put Kurt avatar into the game

Things From Last Meeting

- Completed the second room
- Added inventory functionality
- Changed slimeball collision mask
- Hurt box added to enemy
- Projectile image angle fixed

3/27 Thursday 12:30 - 2:30 Eaton Lab

Things Discussed

- Everyone integrate code in meeting

Things To-Do

- Integrate to make things work/fix collision issues
- More sprites
 - Kurt sprite
 - AS MANY MONSTERS AS POSSIBLE
 - Standing, walking, attacking for each monster
- Rooms and 2 wall instances
- Make another object to act hero's collision
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Things From Last Meeting

- Animation for the torches and water
 - Added empty room
 - Countdown animation finished
 - Necessary animations are done
 - Health and Cooldowns working
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3/27 Tuesday 4:00 - 6:00 LEEP 2002

Things Discussed

- Worked
- A Player select screen would be good to make for second stage of project

Things To-Do

- Finish animations

Things From Last Meeting

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3/14 Thursday 12:30 - 2:30 Eaton 1005D

Things Discussed

- GameMaker 2
- Assign everyone tasks before break
- Documentation started
- Gahntt Chart Created

Things To-Do

- Denzel: Create play button and background function
- Nick: Controls
- Tanner: Level design and camera movement
- Anna: Sprites
- Andrew: Monster objects

Things From Last Meeting

- Need monster and hero
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3/14 Wednesday 4:00 - 4:30 Sphar 2322

Things Discussed

- Type of Software - Game
- Genre - 2D Platformer/RPG
- Engine - GameMaker
- Tentative Assignments

Things To-Do

Andrew Hubbard
Anna Seib
Denzel Richmond
Nick Alvarez
Tanner Cronister

- Research Assignments
- Download Gamemaker

Things From Last Meeting

- None
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