

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
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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
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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
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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
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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
- Gantt 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

- Research Assignments
- Download Gamemaker

Things From Last Meeting

- None
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