Weekly Activity and Progress Report – CS 442 Group 10 for Week 10

Group Members: Dylan Brunelle, Mitchell Jones, Tom Roller, Daniel Kim

Weekly In-Person Review Meeting

- When: March 15, 2024 @ 2:40 PM
- Where: Computer Science Lounge
- Missing (why): None
- Late (why): None

Recent Progress

- Dylan: Created two complex characters for the player to complete quests for.
- Mitchell: Fixed item consistency and persistence issues related to the inventory system code refactor so that expected item is placed back on table and table items remain in that location without issue.
- Tom: Fixed gas meter to display the player's correct portion of gas. The player now moves based on their weight (e.g. their speed and gas consumption is affected). Added more realistic values to the items. Changed the item images to match the size. Added a refuel button to allow refueling gas.
- Daniel: Finished refactoring my existing TradeScene code to be more decipherable. Finished the main layout and functionality of the trading menu, with additional labels showing the total value of items up for trade and buttons to accept/cancel trades. Reworked the trading menu to use the newly-created Item assets for the project.

Current Action Items (Work In Progress)

- Dylan: Create more complex characters that a narrative to the player's journey, asking the player to complete tasks in exchange for some reward.
- Mitchell: Create initial skill tree scene, implement a few skill upgrades based on the current systems in place. Focus will be on vehicle efficiency/fuel tank for initial skills.
- Tom: Work on adding a visual effect to the bottom of the navigation scene to visualize the player moving in 2D
- Daniel: Make minor style changes/additions to the trading menu to be more intuitive/appealing. Create more static characters/character dialogues for the game, specifically ones intended to initiate the new TradeScene.