

Weekly Activity and Progress Report – CS 442 Group 10 for Week 5

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

Weekly In-Person Review Meeting

- When: February 9, 2024 @ 2:40 PM
- Where: Computer Science Lounge
- Missing (why): None
- Late (why): None

Recent Progress

- Dylan: Added 3 Unique Locations for the player to visit including their icons, backdrops and descriptions.
- Mitchell: Refactored location randomization. Locations are now placed at the center of a grid cell. Added functionality to the start menu to quit and start the game. Added loading screen transition when entering the Navigation scene.
- Tom: Started work on the 2D animation but did not complete. Putting this work item to backlog for the meantime.
- Daniel: Created a Global script (global.gd) that provides functions for switching scenes as well as serves as the file to declare global variables and objects that must be accessed across multiple scenes. Created an Item and ItemManager class similar to the Location and LocationManager classes that allow for easy creation and addition of Items to the game.

Current Action Items (Work In Progress)

- Dylan: At least 7 more locations to add, keeping in mind specific biomes.
- Mitchell: Implement biome designation as a factor for location placement in location randomization. Locations belonging to specific biomes should be placed near one another in the algorithm.
- Tom: Implement button to confirm moving action of caravan after the player clicks on a location. Implement button to move player into location once they arrive. Implement button to switch to the dialog scene. Fix bug of scrolling around map with right click.
- Daniel: Add at least 5 characters to the game with their associated dialogue trees. Have a mix of one-dimensional characters with linear dialogue sequences as well as multi-dimensional ones where the dialogue changes based on the player's relationship with the NPC.