Weekly Activity and Progress Report – CS 442 Group 10 for Week 6

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

Weekly In-Person Review Meeting

- When: February 16, 2024 @ 2:50 PM
- Where: Computer Science Lounge
- Missing (why): None
- Late (why): None

Recent Progress

- Dylan: Added several unique locations each with their own icon, background art, and description.
- Mitchell: Designated biome per location is used as a factor in random location placement so that locations of same biome are placed together
- Tom: Added three new buttons for the navigation menu: Enter Location, Move, and Reset Marker. Attempted to get buttons working but ran into a lot of bugs such as marker being placed through buttons and causing buttons not to work.
- Daniel: Created dialogue trees for 4 characters that are "dynamic", that is, the dialogue is branching (dialogue is different depending on how the player responds to the NPC). There are also nodes to trigger the increment/decrement of variables in the game. Added functionality to make use of global game variables within DialogueNode trees since initially it only created/modified its own local ones.

Current Action Items (Work In Progress)

- Dylan: Working on generic locations within biomes that will eventually have random events. Adding the visual representations of the characters Daniel creates.
- Mitchell: Adjust the map grid z index to always greater than any location. Dynamically set z index of locations based on placement so that overlaps look good.
- Tom: Work on fixing the bugs with the new buttons for the navigation scene. Make sure that all buttons work perfectly and no bugs with it. Make the bottom 25% of the screen unclickable in the navigation scene so that the player doesn't click through the buttons.
- Daniel: Add an additional multi-dimensional character with branching dialogue trees. For each tree, add additional trees for future conversations with those characters, that take into account the relationship (respect) the player has with that NPC. Add some generic

characters that can be added to multiple locations where the dialogue is fairly linear/non-branching.