

Weekly Activity and Progress Report – CS 442 Group 10 for Week 7

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

Weekly In-Person Review Meeting

- When: February 23, 2024 @ 1:00 PM
- Where: SELW (hallway outside Room 1228)
- Missing (why): None
- Late (why): None

Recent Progress

- Dylan: Created assets for characters including 4 different representations of them based on a level of respect they have for the player. Dialog/Location editing and finalizing for presentation.
- Mitchell: Implemented location z-index based on placement Y-coordinate. Created temporary “moving” and gas animation windows for the bottom UI. Fixed a few other z index/image placement issues such as the map and grid positions.
- Tom: Added functionality to enter location button, fixed movement so that the marker doesn't place underneath UI elements, deleted the reset marker button, caravan faces the correct way when moving.
- Daniel: Created more dialogue trees for characters (5 dynamic characters and 6 static characters). Created a CharacterManager class which holds CharacterEvent objects. Loaded these characters into locations, with the ability to load a random character. Implemented sprite respect-matching. Implemented a potential way to progress through different characters' dialogues in succession, and then return to the location overview when done.

Current Action Items (Work In Progress)

- Dylan: Design assets for new locations, characters, and UI elements. Workshop menu ideas/implementations.
- Mitchell: Begin work on designing a caravan/player skill tree. Initial thoughts of things to do are brainstorming skill tree structure and skills themselves. Other things to do are create prototypes of the UI and icons and begin the actual code implementation.
- Tom: Start work on the inventory system and brainstorm how to implement it.

- Daniel: Create custom signal functionality for dialogue trees that could potentially be used for actions like trading and random events. Refine the ItemManager class. Brainstorm ideas for items that can also be explained in the Scenario 2 document.