

Weekly Activity and Progress Report – CS 442 Group 10 for Week 4

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

Weekly In-Person Review Meeting

- When: February 2, 2024 @ 3:00 PM
- Where: Computer Science Lounge
- Missing (why): None
- Late (why): None

Recent Progress

- Dylan: Implemented an “Event Scene” scene for handling dialog between the player and other characters/locations. Contains a stylized window with a box-tv shader containing the character the player is talking to standing in front of their current location. Beneath the window is a dialog menu, containing the name of the character/location, their dialog, and the player’s options. The dialog menu has a metallic-pixel art theme I purchased online for 2 bones.
- Mitchell: Implemented grid overlay for game map. Created ability to create locations and randomly populate the map with them. Added collision detection of the player and locations to detect location entry. Collision detection and icon click support also added.
- Tom: Added a testing background image. Created a camera that can zoom, pan, and can’t go outside map limits. Added caravan player on the map so the player can see where they are. Players can left-click to move the caravan to the clicked location. The caravan can rotate towards the point.
- Daniel: Planned, along with Dylan, classes that would be required for dialogue scenes. Created a Character class that holds information about a character (name, sprite, respect, items the character is interested in buying/selling). Added attributes to the Player class that hold essential information about the Player (inventory, weight, speed, money, gas, combat skill). Added related getters/setters to the classes, as well as functions to remove and add to the inventories.

Current Action Items (Work In Progress)

- Dylan: Add the ability to parse function calls from signals sent by the DialogBox. This will allow the choices the player makes in dialog to modify other variables including their inventory, other characters' stats, the current game scene, etc. Adding necessary related helper functions.
- Mitchell: Make adjustments to random location placement to be positioned at the center of the grid cell. Biome support to be added as a factor for location placement. Refactor location generation code.
- Tom: Add a 2D representation of the player moving in the caravan as an animation at the bottom of the map.
- Daniel: Change Player.gd to be a global instance so that player information can be accessed by all Scenes. Create a Global scene with an attached Global.gd script that will allow for switching between Scenes. Add helper functions to Player.gd related to item storing.