

Weekly Activity and Progress Report – CS 442 Group 10 for Week 8

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

Weekly In-Person Review Meeting

- When: March 1, 2024 @ 2:50 PM
- Where: Lecture Center C3
- Missing (why): None
- Late (why): None

Recent Progress

- Dylan: Refactored/Optimized location randomization algorithm. Created new assets for new locations. Added new biome: “Scorched”
- Mitchell: Designed a tentative draft of a list of skill upgrades and the progression layout of the skill tree. Also created an early version of the inventory system/scene.
- Tom: Looked into potential inventory setups, found a plugin that would be useful
- Daniel: Brainstormed/envisioned the layout and functionality of the trading menu/system. Experimented with different Godot control nodes that would come in handy to implement such a menu.

Current Action Items (Work In Progress)

- Dylan: More locations and character assets
- Mitchell: Fix collision issue with inventory system, add bounds checking to inventory placement. Make inventory be scrollable on the bottom of the window. Add a section to the inventory scene for placeable items.
- Tom: Work on creating items with image assets for inventory
- Daniel: Working on creating a functional prototype of the trading menu, with containers for player inventory, trading tables, NPC inventory, and buttons to accept/cancel trades. That way when it is time to fully flesh it out, the core functionality is already there.