

Weekly Activity and Progress Report – CS 442 Group 10 for Week 9

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

Weekly In-Person Review Meeting

- When: March 8, 2024 @ 2:50 PM
- Where: Computer Science Lounge
- Missing (why): None
- Late (why): None

Recent Progress

- Dylan: Created character assets for every existing character. Created a new character utilizing the respect variable to create a dynamic side mission for the player with both a good and bad ending.
- Mitchell: Fixed collision with inventory grid, added bounds checking to inventory item placement. Also added ability to rotate items, modified grid layout and added a grid background.
- Tom: Added many different item images and added them to be initialized in the item manager.
- Daniel: Figured out the Godot containers and nodes needed to implement the trading menu. Set up the layout of the trading menu and implemented loading items into their respective containers as well as drag and drop functionality.

Current Action Items (Work In Progress)

- Dylan: More locations and character assets. Assist with inventory scene refactor.
- Mitchell: Refactor the inventory scene related code to interact with the item class.
- Tom: Work on adding more items relevant to the scenario and game. Work on adding more functionality to the items to be used.
- Daniel: Finish the functional prototype of the trading menu, with labels showing money values and buttons to accept/cancel trades. Refactor my existing trading menu code to be more readable.