# CS 440 Meeting Minutes

Group: 19    Date: October 13 2023    Time: 1:55 PM    Duration: 45 minutes

**Location:** SELE 2065

**Present, on time:** Mitchell Jones, Dylan Brunelle, Dua'a Hussein and Daniel Kim.

**Present, not on time:** None.

**Absent:** None.

**Synopsis:** Group members discussed new additions to the Coding Project codebase, which included player animations and room/map navigation system. Then group members prepared for the next sprint and discussed new backlog items to be added to the project Jira.

**Recent Individual Accomplishments:**

Dylan: Implemented a Room class that stores tile, collider and object data belonging to a particular room. This allows rooms to be loaded and unloaded upon request by the RoomManager when a player enters a new room.

Dua'a: Completed sprite sheets for the Prisoner, Guard, and items. Have begun additions to the Development Project Report due soon. Created and completed the scenario summary due earlier this week based off of discussion with teammates.

Daniel: Brainstormed a list of items and associated obstacles that could be added to the game. Created an Animation.h class and modified KeyboardController.h, SpriteComponent.h, and Game.cpp in order to add the animated player/prisoner sprite to the game.

Mitchell: Implemented a rough draft of the MapManager class. Designed a "How to play" button image for the start screen. Implemented the new "How to play" button in the start screen. Slightly modified the start screen layout for the addition of the new button.

**Current Individual Activities:**

Dylan: Repopulated the Jira with tasks for the next sprint, most of which will be vigorous testing of the new map/room system, along with the creation of additional rooms. Begun implementation of the Room class within the context of a Map.

Dua'a: Studying and looking at the next parts of the Development Report that will be due in the next few weeks. Currently working on more sprite sheets of the items that will be in the coding project, currently creating sprites for items such as rope, crowbars, and more off of the list created.

Daniel: Potentially looking to polish up/optimize the player animation just implemented. Creating ItemComponent.h and ObstacleComponent.h header files to be added to Items and Obstacles so that collision detection is not mixed with walls, as well as providing the framework for being able to add items to an inventory when a player walks over them. These header files will also provide a way to ensure that Items and Obstacles contain all other associated Components like TransformComponent, SpriteComponent, ColliderComponent.

Mitchell: Testing out the MapManager class, implementing the "how to play" screen on the start screen.

**Individual Action Items:**

Mitchell: Finish testing MapManager class, complete "how to play" screen. Create an additional map or two.

Dua'a: Create and complete new sprite sheets of sprites such as items and characters for the coding project. Begin drafting parts of the development project to complete the due date. Begin drafting next parts of the development project. Assist on creating maps and textures for the coding project on Pyxel.

Daniel: Work on altering the KeyboardComponent class to prevent the sprite animation getting stuck in an idle state/frame when multiple buttons are pressed and one of them is released while the other is still held. A very minor "bug", but ideal to fix nevertheless.

Dylan: Designing new rooms.