CS 440 Meeting Minutes

Group: 19   Date: October 27 2023   Time: 2:00 PM   Duration: 70 minutes

Location: SELE 2065

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

Present, not on time: None.

Absent: Dylan Brunelle (sick)

Synopsis: Group members talked about the development project and the upcoming requirements submission. Members discussed their progress on their assigned sections of the report. Any concerns or questions regarding certain sections were addressed. The members then began finishing up their sections in the report and reviewing the work of their peers.

Recent Individual Accomplishments:

Dylan: Completed the second half of his assigned Requirements for the Development Project Report.

Dua'a: Completed sprite sheets for the Prisoner, Guard, and items. Completed sections of Development Report, drafting the current version of summary document, continuing to edit the Development report to fix formatting errors.

Daniel: Written down ideas of requirements for sections 12 and 13 of the Development Project Requirements Report for transfer into the official report.

Mitchell: Finished sections 15, 16 and 17 of the requirements report. Also cleaned up the how to play screen a bit and pushed it to the repository.

Current Individual Activities:

Dylan: Designing new rooms to test map functionality in the Coding Project.

Dua'a: Currently filling out the Development report and editing. Currently working on more sprite sheets of the items that will be in the coding project. Have been drafting new sprites according to the list created.

Daniel: In the process of completing/finalizing sections 12, 13, and 14 of the Development Project Requirements Report.

Mitchell: Still working on brainstorming map additions and creating more maps.

Individual Action Items:

Mitchell: Create more maps/rooms for the coding project.

Dua'a: Create and complete new sprite sheets of sprites such as items and characters for the coding project. Finish editing the Development Report, complete the development project summary. Assist on creating maps and sprites for the coding project on Pyxel.

Daniel: Create a Player class that manages player properties as well as player inventory, which will likely be implemented with a vector. The Player class will also manage the player's current location in the map (room ID). This way, it can be identified what other rooms the player can feasibly access, as well as rooms already visited.

Dylan: A full 5 x 5 map of rooms for the player to navigate through in the coding project.