CS 440 Meeting Minutes

Group: 19   Date: November 3 2023   Time: 2:00 PM   Duration: 60 minutes

Location: TBH

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

Present, not on time: None.

Absent: None.

Synopsis: Group members discussed the upcoming second coding project demo and made final finishing touches to the assets and code base to make it ready for presentation. Planning for the final demo was also made with each group member being assigned tasks to touch up the game for the final presentation.

Recent Individual Accomplishments:

Dylan: Designed several rooms and added all of them to a final map to create a fully navigable environment for the player to explore, in order to make the project demo-ready. Added decoration objects to bring life to unique locations. Implemented item/obstacle functionality, in order for the player to interact with objects, pick them up, and use them in order to overcome obstacles. Several bug fixes and map reworks.

Dua'a: Completed sprite sheets for the Prisoner, Guard, and items such as the rope, crowbar, keycard, and more. Updated various sprites to be consistent across the game.

Daniel: Completed the ItemComponent and ObstacleComponent classes. Attached these components to all items/obstacles in the game. Added all items created for the coding project into the game, and moved them into different rooms. Created the fire, vent, and locked door obstacles. Associated items with their respective spritesheets for the player holding those items.

Mitchell: Created a few new rooms for the map and improved the pause functionality to display an image.

Current Individual Activities:

Dylan: More bug fixes and reworks.

Dua'a: Create sprites for NPCs and obstacles such as Guard and Guard Dog. Complete sprites according to specifications, update older sprites to be consistent with the art style of the game. Add more items that are needed for end game content.

Daniel: Working on adding more items and obstacles into the game, and polishing up some sprites for consistency, and moving them to the correct rooms.

Mitchell: Working on improving the maps I developed so that they contain more details.

Individual Action Items:

Mitchell: Improve the transitions between rooms. Create the visitor side visitation room for the map.

Dua'a: Create and complete new sprite sheets of sprites such as items and characters for the coding project. Assist on creating maps and sprites for the coding project on Pyxel. Complete and update sprites with various items and NPC sprite sheets.

Daniel: Potentially add a 4th panel animation for interacting with obstacles when you have the associated item for it. Add in items/obstacles into the game as they are created, and add their associated components to them.

Dylan: Implementing the escape room. Decoration objects.