

CS 440 Meeting Minutes

Group: 19 Date: November 10 2023 Time: 2:00 PM Duration: 40 minutes

Location: SELE 2065

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

Present, not on time: None.

Absent: None.

Synopsis: Group members discussed their current progress relating to fixing bugs and adding finishing touches to the game. Each member was assigned tasks to complete before the in class demo next week.

Recent Individual Accomplishments:

Dylan: Added an inventory system so players no longer need to drop objects. Instead they can cycle through their inventory with 'q'. Items now have a "use" state when e is pressed, instead of dropping them, adding life to otherwise boring items. Implemented an "AI" <NPCComponent> and Navmesh class which uses a Dijkstra's shortest path algorithm to navigate a path of nodes placed throughout the level in order to catch the player. Did some small room fixes and added new obstacles such as a door and turnstyle to certain rooms.

Dua'a: Completed sprite sheets for items like BoltCutters, Screwdriver, and GuardItems. Updated older sprites to be consistent with the current style of the game and to include "use sprites" to be utilized when the item is currently being used.

Daniel: Resized the NPC guard that got added to the game, and added animation to it, as well as the correct idle states for it.

Mitchell: Created a new room for the game map and modified a few others. Patched an issue related to the room switching related to the game sometimes switching to the incorrect room. Improved room transitions themselves to be consistent across each room.

Current Individual Activities:

Dylan: Complete the final room of the game and its two obstacles: the metal door and the explosive barrels.

Dua'a: 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. Update all sprites to include the fourth row for "left" direction and fourth column for "use sprite."

Daniel: Working on adding more items and obstacles (maybe even decorations) into the game, as well as moving them to the correct rooms.

Mitchell: Working on creating assets/decorations for some rooms.

Individual Action Items:

Mitchell: Add a door to the prisoner side visitation room and gate to the visitor side visitation room. Adjust wall collision in some rooms. Add decorations to rooms. Fix issue with tile having random white pixel.

Dua'a: Finish updating all older sprites with their appropriate usage sprites for the flashlight, warden ID, etc in order for the game to utilize them. Assist in creating "background" items to flesh out the environment of the game.

Daniel: Add in items/obstacles into the game as they are created, and add their associated components to them. Figure out potential bugs or issues in regards to animation and movement via the KeyboardController so that item usage animations can be implemented.

Dylan: Place items throughout the map. Last minute bug fixes.