CS 440 Meeting Minutes

Group: 19 Date: October 6 2023 Time: 2:50 PM Duration: 30 minutes

Location: Thomas Beckham Hall (TBH)

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

Present, not on time: None.

Absent: None.

Synopsis: Upon completion of the first coding project demonstration, group members discussed the plans for the first sprint of the next scenario.

Recent Individual Accomplishments:

Dylan: Created a presentation-ready map for the player to explore, with detailed tiles and a depiction of a prison cell block and colliders to prevent the player from leaving the map area in an unintended manner.

Dua'a: Completed and edited the final draft of the summary report and Development Project Report in order to be ready for submission. Learned how to navigate Pyxel to create sprites. Started and completed the first sprite sheet needed for the coding project of the main character, who holds the placeholder name as "Prisoner".

Daniel: Gained a sufficient knowledge on how to navigate and use the Pyxel Edit software used to make sprites, tile sheets, and maps. Made some test maps (not to be used in-game) in the process of learning the software. I gained sufficient enough of an understanding of the codebase to add entities (in particular, items and obstacles) to the map/room in our game. I added a fire obstacle and a fire extinguisher item in the demo room. Helped with finalizing the Group Description Report before it was due, mainly with the Index and References sections, as all the main sections for Part I (sections 1-8) were completed.

Mitchell: Implemented a new collision system so that player interaction with walls would behave as expected. The player now smoothly glides along walls when colliding with them. Finished the design of my first map room.

Current Individual Activities:

Dylan: Repopulated the Jira with tasks for the next sprint, including a new Map system to enable seamless navigation between the various rooms of the prison, creating obstacles to prevent player movement, and creating items to solve obstacles. Implementing a new Room class to store data for individual rooms including their items, obstacles, and the tilemap they will be displayed with. Room objects will be managed by a Map class to get which rooms connect to each other. Fix collision.

Dua'a: Currently creating the document that will need to be used for the second Scenario document for the Coding Project that is due on the coming Monday. Studying and looking at the next parts of the Development Report that will be due in the next few weeks. Currently reassessing why XCode still is refusing to cooperate with the current files in order to be able to assist and catch up with coding. Currently working on more sprite sheets of the items that will be in the coding project.

Daniel: Making items and obstacles for the game, as well as brainstorming ideas for future items and obstacles that could be added in addition to the fire and fire extinguisher that already exists in-game.

Mitchell: Currently working on refining the collision system to better define collision boundaries and handle corner collision.

Individual Action Items:

Mitchell: Finish the collision system so that collisions with walls work as expected. Start designing another map. Design a logo for the hints/tutorials section of the start screen.

Dua'a: Create new sprite sheets for upcoming needs in the coding project. Begin drafting on the scenario due on Monday for what we will do for the upcoming parts of the coding project. Begin drafting next parts of the development project. Assist on creating maps and textures for the coding project while troubleshooting XCode. Watch videos on how to troubleshoot XCode in order to assist with coding development.

Daniel: Work on adding a cleaner/smoother implementation for incorporating items and obstacles. This will likely involve adding new Component classes exclusive 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.

Dylan: Include the room class to a Map implementation.