

# CS 440 Meeting Minutes

Group: 19      Date: September 6 2023      Time: 12:50      Duration: 30 minutes

**Location:** Outdoors at UIC east campus, near lecture center building F.

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

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

**Absent:** None.

**Synopsis:** All group members met in person for the first time and formally introduced themselves. Each member shared their ideas for the design and coding projects. After discussing the practicality of various projects, everyone agreed on the Prison Break game as the concept for the coding project. Each member shared their experience with programming languages and it was determined that C++ would be the language of choice for Prison Break.

**Recent Individual Accomplishments:** Mitchell created a Discord server in preparation for group discussions outside of class and in person meetings.

## **Current Individual Activities:**

Dylan: Researching SDL as a possible graphics engine for coding project, as well as possible methods of drawing light casted from a light source in a 2D top-down environment. Found a free software "Tiled Map Editor" for designing the game's map.

Dua'a: Currently researching methods of implementation for the coding project that may be useful for later down the line to have on hand in order to piece together what we will do when we begin and make the transition between scenes and tasks easier.

Daniel: Also researching and looking into the SDL (Simple DirectMedia Layer) C/C++ library as a way to construct the Prison break game. Looking for simple, easy-to-follow SDL tutorials that will help the group get started on game development. Also gathering videos/repositories that show/make use of SDL to give the group an idea of what the process is like, as well as some examples to reference. Could come in handy for figuring out how to structure our code and separate the files. Also finding lists of other libraries that the group could use should SDL not work out or we need something in addition to SDL to fully implement the game.

Mitchell: Performing research into 2D game development using the C++ language. Setting up a local coding environment in preparation for development of Prison Break.

### **Individual Action Items:**

Mitchell: Notify professor Bell of our coding project decision via email. Clone GitHub repository to local machine in preparation for coding project. Conduct research on game development with C++. Brainstorm possible ideas for our first project scenario.

Dua'a: Hopefully, compile a documentation full of useful links of different types of gaming implementation that will be useful to have as a starting point. Brainstorming possible ideas for first scenario for the project at the same time.

Daniel: Clone the Github repository to my local machine. Set up Visual Studio for use with the SDL library. Look through and follow tutorials on making games with SDL in C++ to get used to the library and make sure it functions. Brainstorm ideas for the first project scenario.

Dylan: Writing a draft of Scenario 1: "Player moving around the map."