CS 440 Meeting Minutes

Group: 19   Date: November 17 2023   Time: 11:00 AM   Duration: 110 minutes

Location: Computer Science Lounge

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, testing features, and adding finishing touches to the game. The game was played through multiple times to identify/address unforeseen bugs and as well as to ensure the game is completable.

Recent Individual Accomplishments:

Dylan: Finished the game! Modified the Guard AI to chase the player when detected and shoot them if they get too close, (unless they are wearing the guard disguise). Added the final two rooms and their corresponding obstacles/items including animations: A metal door opened by swiping a key card on an id scanner, and barrels that when combined with a rope, can be ignited by a lighter, blowing up a wall. Added the ability to win the game (escape) and lose the game (get caught/shot). Added the ability to kill guards if equipped with a knife. Several bug fixes and memory management fixes. Some custom sprites when needed.

Dua'a: Completed all updated to completed sprite sheets and updated the prisoner sprite sheet to include an "empty" use sprite. Began writing the Code report for the coding project.

Daniel: Added the last few items and obstacles to the game, along with their respective components. Modified sprites and spritesheets to be more consistent and have the same style. Added functionality for some special cases involving items that do not behave quite the same as others (energy drink, vent, etc.).

Mitchell: Created "Game Over" and "You Won" assets for the game end states. Added assets to various rooms and created some new ones. Added guards to rooms along with navigation paths. Implemented functionality to go back to the start screen menu upon game completion to start another playthrough. Fixed a few bugs related to player spawn and second playthrough.

Current Individual Activities:

Dylan: Polishing up game, with some more bug fixes while waiting to present.

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. Finish parts of the coding report as a draft to be updated and refined.

Daniel: Continuing to test the game to identify bugs and areas where code could be cleaned up.

Mitchell: Identifying any other critical issues that can negatively affect the demo on Wednesday. However, I am shifting my main focus to looking over the final coding report and development report specifications.

Individual Action Items:

Mitchell: Start identifying sections of the coding and development reports to contribute to and begin working on said reports.

Dua'a: Assist in completing a rough draft of the coding report in order to begin editing a rough draft for the summary as well that are both due next Friday.

Daniel: Log my testing/inspection practices/observations to include in the Coding Project Final Report. Work on sections in the Coding Project Final Report, making sure to extract meaning from our observations and testing.

Dylan: I did way too much for this thing the past week, I won't lie to you. I'm going to take it easy for a bit and handle my other classes.