

CS 440 Meeting Minutes

Group: 19 Date: September 15 2023

Time: 1:55

Duration: 45 minutes

Location: Computer Science Lounge

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 and discussed the progress for the coding project. Map designing was discussed as well as the next upcoming steps needed to get the project to state in which every member could easily contribute entities to the game such as NPCs, items, and even entire levels (rooms/sectors). In the far future, these levels will be added to a grid, the greater map representing the whole prison, for seamless traversal throughout the game.

Recent Individual Accomplishments:

Dylan: Set up the coding project in the repository so that all members could contribute to the game. Following the “How to make a game” tutorial series by Let's Make Games on YouTube, Dylan laid the framework for the future development of the game with a Game, GameObject, and TextureManager class. Added the necessary libraries for windows development to the group shared drive.

Dua'a: Set up Github Repo and SDL2 into XCode to contribute to the group coding, and finished a draft for the first two bullet points of the Development Project report. Created a document of useful links and references to use for the coding project, and created a Google Folder that is shared so that everyone in the group can access the work that is being done for assignments.

Daniel: Set up Visual Studio IDE for the project. Linked the IDE's built-in git integration/tab to clone the project repository and pull/commit/push edits to the codebase. Set up the solution and project files in a clean and easily-accessible fashion, and set up the properties of the project to link the required SDL library files. Ran some test builds to ensure that everything was functional. Started work on the Development Project report, namely the stakeholders related to our project.

Mitchell: Set up XCode project for the Prison Break game and linked with SDL2/SDL2_image libraries. Cloned the project repository to my local computer for use for the project. Made a set of icons for the “Start” button. Created two different prototype characters for use during game testing.

Current Individual Activities:

Dylan: Currently implementing Tile Maps compatibility for room/level design, an Entity Component System to add properties to GameObjects and a Sprite class to easily create and display them.

Dua'a: Currently editing and redrafting the Development Project Report's first two bullet points to ensure that they meet requirements as closely as possible and the final draft is concise. Currently still researching XCode's requirements for running SDL2 and necessary files to test out future coding projects.

Daniel: Doing more research into the SDL (Simple DirectMedia Layer) C/C++ library. Working on the Development Project Report's Stakeholders and Mandated Constraints section, making sure I am thorough and consider all possible stakeholders and constraints.

Mitchell: Designing icons for button use in the title/start screen, specifically ones for "Start" and "Quit". Developing a Button class for the buttons intended for the title screen.

Individual Action Items:

Mitchell: Finish all rough sketches for potential buttons used in the title screen. Finish implementing the Button class. Start on implementing the TitleScreen class. Hopefully get a working title screen with clickable buttons by the next meeting.

Dua'a: Learn XCode's capabilities of running SDL2 and add necessary files to begin drafting a part of the code base rooms, finish editing the first two bullet points of the Development Project Report. Study for the midterm.

Daniel: Watch several videos of the same SDL game development tutorial the rest of group members are using to guide the code development. Continue working on sections 5 (Stakeholders) and 6 (Mandated Constraints) of the Development Project Report.

Dylan: Dylan needs to start the Development Project Part 1 assignment. Personal note: It's very hard and boring (sad face).