CS 440 Meeting Minutes

Group: 19   Date: October 20 2023   Time: 1:55 PM   Duration: 45 minutes

Location: SELE 2065

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

Present, not on time: None.

Absent: None.

Synopsis: Group members talked about the development project and the upcoming requirements submission. The remaining group members chose parts of the requirements document to work on. Any changes to the coding project were also discussed and presented to the group.

Recent Individual Accomplishments:

Dylan: Completed the first half of his assigned Requirements for the Development Project Report.

Dua'a: Completed sprite sheets for the Prisoner, Guard, and items. Have been writing and contributing to the Development Report in order to prepare for submission in a few days.

Daniel: Fixed a bug in the player animation where when two buttons are pressed at the same time and one of them is released, the animation sometimes gets stuck in a static state, that is, the animation no longer "animates" and instead the player sprite is simply "gliding" across the screen.

Mitchell: Created a mostly finished how to screen that describes the purpose of the game and the control scheme.

Current Individual Activities:

Dylan: Finishing up his portion of the requirements for the Development Project Report.

Dua'a: Currently filling out the Development report and editing. Currently working on more sprite sheets of the items that will be in the coding project, currently creating sprites for items such as rope, crowbars, and more off of the list created.

Daniel: In the process of completing ItemComponent.h and ObstacleComponent.h header files for 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. These header files will also provide a way to ensure that Items and Obstacles contain all other associated Components like TransformComponent, SpriteComponent, ColliderComponent.

Mitchell: Working on finishing up how to play screen and design.

Individual Action Items:

Mitchell: Create a new room/map for the game. Complete parts 15, 16 and 17 for the requirements document.

Dua'a: Create and complete new sprite sheets of sprites such as items and characters for the coding project. Finish assigned parts of the Development report, edit, and begin the summary in order to prepare for submission. Assist on creating maps and sprites for the coding project on Pyxel.

Daniel: Complete parts 12, 13, and 14 for the Development Project Report Requirements section. Create a Player class that manages player properties as well as player inventory, which will likely be implemented with a vector. The Player class will also manage the player's current location in the map (room ID). This way, it can be identified what other rooms the player can feasibly access, as well as rooms already visited.

Dylan: Implementing the new Map/Room navigation system.