

CS 440 Meeting Minutes

Group: 19 Date: September 22 2023 Time: 2:00PM Duration: 32 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: All group members met in person and discussed the progress for the coding project. The group members also discussed the progress they made on their respective sections on the Development Project Report. The group members also figured out how to access Jira and add product backlog items/sprints. The group members also discussed the group presentation and what should be present on the presentation slides.

Recent Individual Accomplishments:

Dylan: Populated the Project Backlog on Jira with stories and assigned them to the first sprint. Added a <KeyboardInput> to the ECS and added it to the Player GameObject, so the user may move the character around the demo map with the WASD keys.

Dua'a: Completed the Overview and Purpose sections of the Development project report and assisted with creating the diagrams for the Scope of the Work section of the report. Created a presentation slide deck so that collaboration between team members can be achieved while completing the presentation slides. Downloaded the VPN needed to access Jira, and continuing to work on the project report and the associated documentation on the slide deck in preparation for presentations in the upcoming week.

Daniel: Finished "Stakeholders" section for the group development report. Gained familiarity with the codebase. Figured out how the Vector2D class worked and wrote some test lines utilizing it.

Mitchell: Finished icons needed for buttons on the start screen. Implemented the StartScreenIcon and StartScreen classes. Drew sketches for potential start screen background. Modified main.cpp to add the start screen to the game. Start screen for Prison Break is fully operational and works as expected.

Current Individual Activities:

Dylan: Continuing his part of the Development Project Report, "Scope of the Product." Also finishing up the last part of Sprint 1, adding a <CollisionComponent> to the Player GameObject. Beginning to write his slides for next week's project presentation.

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 getting the VPN to work in order to access Jira since it is being a bit finicky, and rough drafting presentation slides that should be completed by Monday. Refining portions of the development project to be in proper formats and easily readable so information is easily transferable to a powerpoint.

Daniel: Doing more research into the SDL (Simple DirectMedia Layer) C/C++ library. Working on the Development Project Report's "Mandated Constraints" section, making sure any constraints I arbitrarily come up with for the time, environment, and budget constraints are realistic and reasonable. Figuring out how to use the UIC VPN to connect to the CS 440 Jira server and getting accustomed to adding items to the product backlog and managing sprints.

Mitchell: Finalizing sketches of start screen background for use in the start screen.

Individual Action Items:

Mitchell: Finalize sketch of start screen background and draw it with PyxelEdit. Implement the background into the start screen. Draw sketches for potential maps. Start drawing the map in PyxelEdit for future use in the game. Finish assigned parts of the development project report (relevant facts, assumptions and definitions). Add main points of the development report to my assigned slides.

Dua'a: Getting the VPN to work in order to access Jira. Finish bullet pointing and creating slides for presentations next week, assist members with portions of the development report. Assist in creating diagrams if still needed for parts of the development report. Watch playlists on SDL on XCode to familiarize with the content.

Daniel: Watch more videos of the SDL game development tutorial. Work on section 6 (Mandated Constraints) of the Development Project Report. Create corresponding slides on these parts for the Group Presentation.

Dylan: Add new features to the backlog for next week's sprints. Finish the Development Project Report.