CS 440 Meeting Minutes

Group: 19   Date: September 29 2023   Time: 1:55 PM   Duration: 58 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: Group members discussed progress and immediate future plans for the Coding Project, a lot of which has to do with map creation and importing them into the game. Reviewed and completed part one of the Development Project Report and finalized the Project Summary.

Recent Individual Accomplishments:

Dylan: Populated the Project Backlog on Jira with stories and assigned them to the second sprint. Major changes to the coding project in order to load map data from text files and image files generated by the PixelEdit software.

Dua'a: Began the draft of the summary needed for the Development report, and edited parts of the development report in preparation for submission. Connected to Jira in order to assist with editing of sprints and backlog. Drafted the slide deck and completed and edited slides for the presentations that occurred within the current week

Daniel: Finished "Mandated Constraints" section for the group development report. Gained familiarity with the codebase, in particular how to represent a map (file with numbers that correspond with tiles), and how to render this map properly. Installed PyxelEdit (what we will use to make maps/tiles) and tinkered around with it to gain familiarity with the UI. Figured out how to export tilesets and individual tiles from Pyxel Edit.

Mitchell: Recently completed a newer version of the start screen of the game. This included a revision of the title/logo of the game itself in that the word alignment was adjusted and a background added. Button selection color was also adjusted to fit better with the colors used in the start screen. Designed a prototype for one of the prison officers. The main character and the prison officer were added to the title screen in a depiction of the theme of the game.

Current Individual Activities:

Dylan: Continuing to work on Sprint 2, Tile-mapping and Collision-mapping functionality planned for the end of the week, with a virtual camera to follow the player character.

Dua'a: Currently editing the Development report in order for the styles and formats to be consistent throughout the document due to Google Docs altering the format in preparation for submission. Currently editing the Development summary and gathering feedback for further edits. Currently reassessing why XCode still is refusing to cooperate with the current files in order to be able to assist and catch up with coding.

Daniel: Getting more accustomed to the Pyxel Edit software. It is similar to Photoshop and other smaller image-editing programs, but has additional features or tools that I am not used to yet. Creating environment tiles (floor, walls, doors) with Pyxel Edit and exporting them individually rather than as a tileset. Construct maps using these tiles within Pyxel Edit as well, and find the ideal type of file to export the map in (JSON, txt, etc).

Mitchell: Currently working on implementing/designing the starting map in the game. This map is going to be the prison cell in which the player escapes from.

Individual Action Items:

Mitchell: Finish my first map contribution (the starting prison cell). Start on designing potential hallways and implementing/drawing them in the PyxelEdit software. Also design different prison officer characters so that they do not all look the same while playing.

Dua'a: Watch playlists on SDL on XCode to familiarize with the content. Finish final edits and final drafts to both the summary document and the current Development report in order to submit to github as a final deliverable. Watch videos on how to troubleshoot XCode in order to assist with coding development. Assist on creating maps and textures for the coding project while troubleshooting XCode.

Daniel: Gain familiarity with the rest of the codebase that does not deal with map rendering. Work on finalizing the Group Description Report Summary. Continue to focus on creating more maps (at least four ideally) that can be loaded and used in the game. Try to go beyond just test assets.

Dylan: Preparations for the the Coding Project demo, creating a single demo environment in which a player can maneuver an animated character around a maze-like room, colliding with walls.