

Weekly Activity and Progress Report – CS 442 Group 8 for Week 7

Group Members: Brian Li, Joshua Martinez, Sebastian McMahon, Jose Cuellar-Aguirre

Weekly In-Person Review Meeting

- When: 3:00 PM
- Where: Lecture Center C
- Missing (why) : N/A
- Late (why) : N/A

Recent Progress

- Brian: Figured out how to create tile maps in code.
- Joshua: Grabbing tilemaps of locations via openstreetmaps
- Sebastian: Created database with tables for player name and scores.
- Jose: Adding functions that map driver position to further approach the function for collision later on.

Current Action Items (Work In Progress)

- Brian: Creating an algorithm for placing tiles such that shops and roads are created.
- Joshua: Researching openstreetmaps tilemap output compatibility with map generation
- Sebastian: Working on tracking players scores through name and creating a check in the database to display/update the highscore
- Jose: Adding extra function to the tiles that would account for collision in the generative map
Brian is creating