

UNREDACTED

THOMAS SAFAGO
aka "Code Czar"

Thomas Safago is the main driving force behind the code involved with the project in question, "Shooting Food at People with Dietary Issues," code name "Dance, Dance Gotham." Thus, he has been given the call sign "Code Czar."

He has been seen prototyping classes and game play for the project in Python. Unsurprisingly, the word on the street is that he is now pivoting to using C++ instead, as Pygame, well, kind of stinks. However, he will still be able to convert over the code made in Python with Pygame over to C++, so there will not be a ton of technical debt in the project as a result of this change.

Based on our intel, below is what will likely be his movements in the coming weeks.

WEEK 1:

1. Create classes for project
2. Set up collision system and create attack functionality
3. Create basic GUI

WEEK 2:

1. Finish GUI adjustments
2. Add pixel art and pixel sprites to GUI
3. Add drag and drop functionality

WEEK 3:

1. Add textures to project
2. Add music/sound effects
3. Create game difficulty progression

FUN FACT:

While working in Germany, the Code Czar - oh, you thought you were slick, did you? That's cute. There's no way we're going to reveal our juiciest intel. Take that, nerd.



This is the only known photo of the "Code Czar." We're, like, 79% sure it's him.

KADE SCHROCK aka “Bjorn Müller”

The boogeyman may check their closet at night for Chuck Norris, but people with dietary issues will likely be checking for Kade Schrock after this project is over. We have discovered that he is assisting the Code Czar with the code for the project “Shooting Food at People with Dietary Issues” (also seen in some missives as “Dance, Dance Gotham”). While studying abroad in Germany, he was given the moniker “Bjorn Müller,” which has stuck to this day.

Not much is known about Bjorn Müller. Every operative sent to retrieve information who got within 10 yards has not yet checked in. From those beyond 10 yards, we have found out that he’s been specifically focusing on creating extra systems to make the project’s gameplay reach the next level.

Per whispers on the ground, we believe we have found his itinerary for the next three weeks, detailed below.

WEEK 1:

1. Assist with creating grid
2. Assist with comparing code options

WEEK 2:

1. Assist with making drag and drop system
2. Assist with comparing code options

WEEK 3:

1. Assist with balancing
2. Assist with finalizing final project video
3. Provide any final information for documentation

FUN FACT:

While leading the hacking scene in Germany, Bjorn Müller once cried at how pretty the flowering trees were. I don’t know why I redacted this. I mean...they’re really pretty, guys. Who wouldn’t cry?



Listen, this is as close as we could get. We still haven't heard back from the person who got this picture.

NATE MERZ **aka "Architect of Doom"**

Nate Merz is not only a proud dog dad, but is also a talented artist. Intel states he's assisting with both the art and code on the project (aka "Shooting Food at People with Dietary Issues", aka "Dance, Dance Gotham"). With his gloriously unhinged artwork that would put Picasso to shame, he's come to be known as the "Architect of Doom." (No joke. I didn't even give him that name—he already had it.)



I found this old prison photo. Not surprised this exists, honestly, considering he's literally called the "Architect of Doom."

Nate will be assisting with all art for the project. This involves helping to draw out a background, store for weapons, weapons themselves, and enemies. All final art will be made digitally and integrated into the C++ program. Additionally, he will be helping with code as needed.

Despite his intimidating moniker, he's surprisingly friendly. We ascertained the following schedule from our conversations.

WEEK 1:

1. Learn digital art requirements
2. Create art mockups

WEEK 2:

1. Review art mockups
2. Assist with creating pixel art for project
3. Make adjustments to pixel art as needed

WEEK 3:

1. Make final pixel art adjustments
2. Provide any final information for documentation

FUN FACT:

He has two dogs named - did you really think I'd break child confidentiality? Sheesh. In your dreams, cretin.

BRAXTON RIDER
aka “Admiral Strategist”

Braxton Rider is doubly lethal, working on both design and art aspects for the “Shooting Food at People with Dietary Issues” project (formerly known as “Dance, Dance Gotham”). Thus, he is known among his colleagues as the “Admiral Strategist,” plotting out the way before showing how it’s done himself.

Braxton has made many diagrams for the project, including problem frames, design flow diagrams, and class UMLs. Additionally, our operatives have obtained reliable information that he will also be assisting with crucial pixel art in the “Shooting Food at People with Dietary Issues” project.

Based on top secret intel (eavesdropping during the team meeting), we have ascertained that the following should be his movements in the coming weeks.

WEEK 1:

1. Create problem frame diagram
2. Create design flow diagrams
3. Create class UML diagrams

WEEK 2:

1. Assist with creating pixel art for project
2. Make adjustments to pixel art as needed

WEEK 3:

1. Make final pixel art adjustments
2. Make final diagram adjustments
3. Provide any final information for documentation

FUN FACT:

While he was growing up in Poland, the Admiral Strategist once - wait a minute, I can't tell you that, you're only level 5.



The “Admiral Strategist” rarely poses for photo ops. Our operatives (me) were barely able to sneak into his lab (DSCH 216) and obtain this picture. (You’re welcome.)

ANNA GETTINGER

aka “War Photojournalist”

Fresh off the front lines, Anna Gettinger is taking her investigative skills to a whole new level - infiltrating the group project known as “Shooting Food at People with Dietary Issues” (aka “Dance, Dance Gotham”) in order to report back to headquarters on their progress. As such, her codename is “War Photojournalist.”

Anna is planning to report on the team itself, the project that the team is planning, the project’s scope, project milestones, project timeline, and project user stories. All information will be kept in top secret storage until use (aka GitHub).

For check-in purposes, headquarters should expect to hear back about this information in the following timeline. (If they do not hear back, they will have no other choice but to assume I have been compromised and deny any knowledge of my existence.)

WEEK 1:

1. Set up GitHub outline
2. Create GitHub documentation
3. Collect physical documentation

WEEK 2:

1. Create visual aids for documentation
2. Update GitHub documentation
3. Update physical documentation

WEEK 3:

1. Finish GitHub documentation
2. Finish physical documentation
3. Create final presentation

FUN FACT:

She once insulted an English person on their favorite food being beans and toast. (She is no longer welcome in England.)



Yeesh, they really had to use my ID photo for this? I see how it is...