

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
3. Create attack functionality

WEEK 2:

1. Create GUI for project
2. Attach GUI to pre-existing functionality
3. Test that GUI is working with functionality

WEEK 3:

1. Assist with adding art to GUI
2. Test to make sure art and GUI are working well together
3. Provide any final information for documentation

FUN FACT:

While working in Germany, the Code Czar [REDACTED]



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

KADE SCHROCK aka “Bjorn Müller”

Kade Schrock is not only known for making pretty digital landscapes - he also dabbles in making art mocking people with dietary issues. We have discovered that he is the lead artist 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.

Kade will be leading the charge to make all art for this project. This will involve making all UI elements, including a background, store for weapons, weapons themselves, and enemies. All final art will be made digitally and integrated into the C++ program. If needed, he will also be assisting with code.

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

WEEK 1:

1. Learn digital art requirements
2. Make art mockups
3. Assist with creating classes

WEEK 2:

1. Review art mockups
2. Finish art artifacts
3. Assist with GUI creation

WEEK 3:

1. Integrate art with GUI
2. Test to make sure art and GUI are working well together
3. Provide any final information for documentation

FUN FACT:

While leading the art scene in Germany, Bjorn Müller once [REDACTED]

[REDACTED] ?



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:

- 4. Learn digital art requirements
- 5. Assist with making art mockups
- 6. Assist with creating classes

WEEK 2:

- 4. Help review art mockups
- 5. Finish art artifacts
- 6. Assist with GUI creation

WEEK 3:

- 4. Integrate art with GUI
- 5. Test to make sure art and GUI are working well together
- 6. Provide any final information for documentation

FUN FACT:

He has two dogs named [REDACTED]

.

BRAXTON RIDER
aka “Admiral Strategist”

Braxton Rider is doubly lethal, working on both design and coding 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 source code 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 GUI for project
2. Assit with attaching GUI to pre-existing functionality
3. Help test that GUI is working with functionality

WEEK 3:

1. Assist with adding art to GUI
2. Help test to make sure art and GUI are working well together
3. Provide any final information for documentation

FUN FACT:

While he was growing up in Poland, the Admiral Strategist once █ .



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 [REDACTED]. (She is no longer welcome in England.)



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