

CS 440 - National Park Builder
Group 17
Time/Date - 10/10/2020 at 3:00 pm
Location: Zoom Meeting

A. Attendance

- a. Viktor Kirillov, Mykyta Parovyi, Aleksandra Dmitrieva, Volodymyr Vakhniuk

B. Action Item Review

- a. Viktor - created a new project setup for a National Park Builder game, made scene controllers and made a database communication with the server, which currently stores the models of the building to be present on the map
- b. Mykyta - made a user interface for the project that includes both visual and structural part, aka
- c. Aleksandra - created a web-server with api endpoints in order to make a client able to communicate with the server, helped with an MVC design pattern and implemented it in the project. Made controllers for a user interaction with a game.
- d. Volodymyr - helped with a new project setup for a National Park Builder, created a WebGL interface for future game render, worked with a map generator algorithm (almost done by the time of the meeting)

C. Current activities (Coding)

- a. Currently, the team is working on implementing controls for all game interactions while Volodymyr creates a visual part of the game with WebGL. While a visual part is in process, the team will make “dummy” interactions assuming that the visual part is present.

D. Current activities (Development)

- a. The team discussed all aspects of the Part II of the Development Project Report that were not fully clear and finalized the Project requirements. Today (Saturday) the team will continue with the report in order to finalize the second part.

E. Set date of next meeting

- a. Saturday, October 17, 2020. Time: TDB. Location: Zoom meeting

F. Action Items

- a. Finish the Development Project Report before today's (Saturday) night and complete the sprints setup before Sunday night.

G. Questions/comments/concerns

- a. It was a great and friendly meeting!