

CS 440 Group 17
National Park Builder
Date/ Time - 11/28/2020,
12:00 pm Zoom Meeting

Attendance (5 min)

Viktor Kirillov, Mykyta Parovyi, Aleksandra Dmitrieva, Volodymyr Vakhniuk

Action Item Review (25 min)

This week our team was working on UI and 3D Graphics, Testing.

Viktor: Created a real web-server (Heroku) instance of national park builder, so now the game is accessible via <https://national-park-builder.herokuapp.com/>. Improved database models for a faster data loading. Created and triangulated more 3d models.

Mykyta: Created a better GUI (money, notifications). Created and debugged a loader to transition between scenes

Aleksandra: Tested and debugged: guest system and visiting feature. Fixed a bug when popups were dismissed by guesting notifications.

Volodymyr: Debugged and fixed rendering. Created a rotation ability for buildings. Made it possible to place more buildings by optimizing how they are stored. Added guests visualizations (sheeps).

Week 15 goal and ideas (10 min)

Get ready for final exams and deliverables.

Finish Battlerline: The war of Submarine Code Demo. Get ready for final presentation.

Action Items (5 min)

Everybody: Finish Report, focus on final presentation, Test the demo

Viktor: keep developing backend for the ui, server bug fix.

Mykyta: Develop ideas for GUI: leadership, tasks, tickets

Aleksandra: Testing.

Volodymyr: 3D graphics for guests visualizations.

Upcoming meeting date and time (5 min) Saturday December 5th, afternoon

Questions/comments/concerns (2 min) Go Team! Last week of classes