CS 440 Meeting Minutes

Group_9_ Date: _November 1, 2023_ Time: _12:00_ Duration: _60 minutes_

Present, on time: Nicholas Tryba, Christian Garcia, Jose Cuellar-Aguirre
Present, not on time:
Absent: Marcos Echevarria

Synopsis:

- We discussed the new things everyone has added within the last week of coding. Nick showed his new scene that allows for the user to change from galaxy to galaxy, but this time the user controls a small rocket ship jpeg that follows their mouse clicks. Nick also added multiple new sounds, one being the small rocket ship thrusters being used in transport, another being an ambient space track that plays throughout the game. Christian showed off his JSON save system, including a file system to track planet stats, but this was discussed between Nick and Christian and it seems that this file system is overreaching the reach of what this game was meant to be. It would definitely fit in a project that expands over a year but doesn't really work on the smaller scope we were aiming for. So, Christian will instead focus on finishing the manual implementation to be ready for our coding demo on Friday. Jose has yet to finish his scene implementation for the Andromeda galaxy scene. Jose says he should have something that can be showed on Friday. Nick asked for input on minigames that can be played by the user while exploring the map. He plans on implementing an asteroid shooting minigame for the users.

Recent Accomplishments:

Nick has implemented user-controlled animations for traveling between galaxies and implemented more sounds and music. Christian has added more file system implementation for planets. Marcos has added the ability to greyscale, rotate, and flip the planets being made in creative mode.

Current Activities: Marcos will continue implementing a planet creation mode for users (Creative mode) and finish refreshing his Milky Way scene. Christian will focus on finishing the user manual. Nick will add an asteroid shooting minigame that randomly calls when traveling to different galaxies, also adding sound effects and animations to this minigame. Jose will finish working on a basic implementation of his Andromeda Galaxy

Action Items:

Nick: Weekly Minutes, Game animations, Game sound effects, Asteroid Minigam

Marcos: Creative mode implementation, Milky Way Scene refresh

Christian: User Manual

Jose: Andromeda Galaxy scene implementation