

CS 440 Meeting Minutes

Group 9 Date: October 10, 2023 Time: 12:00 Duration: 60 minutes

Present, on time: Nicholas Tryba, Marcos Echevarria, Christian Garcia

Present, not on time: Jose Cuellar-Aguirre

Absent:

Synopsis:

- We began discussion on what we will be individually working towards in Scenario 2. With the barebones exploration mode constructed, we have decided on focusing towards making it feel much more like a game rather than what the TA at our coding presentation labeled as a “power-point presentation” more than a game. Christian has volunteered to work on implementing a file saving system and creating a user manual that explains certain aspects of the game. Discussion on if we should use CSV vs JSON, but implementation will be left to Christian to decide. Marcos will begin work on the “Creative” mode, which was our naming convention for the original “Sandbox” mode. Nick will begin implementing animations and sound effects for the game. Jose will finish implementing his Andromeda galaxy. UI elements will also have to be updated in order to convey what certain aspects of the game can be interacted with, this was understood to be a main concern with the game from Scenario 1, to be fleshed out more most likely in Scenario 3 after we get more of the meatier aspects of the game finished.

Recent Accomplishments:

Marcos finished his Milky Way galaxy scene implementation, while Christian finished his Kepler system scene implementation. Nick also took everyone’s work and managed to get everything working in one single document, rather than separate game files that didn’t communicate at all with each other. Nick also allowed for scene transitions between all galaxy/systems scenes that were implemented. The team as a whole presented the coding prototype for Scenario 1 on October 6th.

Current Activities: Marcos will begin implementing a planet creation mode for users (Creative mode), Christian will begin working on implementing a saved game, Nick will begin implementing different animations and sound effects for users to experience when interacting with UI elements, Jose will continue working on implementing the Andromeda Galaxy scene.

Action Items:

Nick: Weekly Minutes, Game animations, Game sound effects

Marcos: Creative mode implementation

Christian: Save system implementation, User Manual

Jose: Andromeda Galaxy scene implementation