CS 440 Meeting Minutes

Group 9 Date: November 8, 2023 Time: 12:00 Duration: 60 minutes

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

Synopsis:

- We discussed what will be implemented for the final coding scenario. Christian suggested that he will work on implementing a more polished view of his planets in the Kepler system. He showed everyone what he was working on in terms of polishing, this includes enhanced backgrounds when entering this planetary view of his planets. Marcos also showed us what has changed in terms of his creative mode, allowing the user to change different aspects of pre-existing models of planets. All that he needs to add now is exporting the images for the users to use. Marcos also implemented a button to return to the main menu from certain scenes within creative mode, and exploration mode. Nick finished a basic asteroid minigame, and asked for input on what he should focus on for the final scenario. The team agreed that another minigame should exist, that will allow the user to regain fuel for exploration. Jose has connected his scene to the rest of the game and took input from everyone on where to polish his scene, in order to align it with everyone else's galaxy implementation.

Recent Accomplishments:

Nick has implemented a playable asteroid minigame that will be called when traveling the galaxy transition scene, this game is complete with sounds and affecting the player's durability. Marcos completed a basic implementation of Creative mode, while also refreshing his Milky Way galaxy scene to be more in line with Christian's galaxy. Christian finished a user manual that explains the navigation and buttons of Exploration mode. Jose has finished a basic scene for the Andromeda galaxy, and connected it to the working game.

Current Activities: Marcos will continue implementing more ways to manipulate planets in the creation mode for users (Creative mode) and continue enhancing his Milky Way scene. Christian will focus on enhancing the user experience within his Kepler scenes and implement game over scenes. Nick will add a fuel reloading minigame that calls chosen by users while visiting planets, also adding sound effects and animations to this minigame while adding animated transitions to some scenes. Jose will polish his Andromeda scene, and maybe attempt to add a minigame that pertains to a user's oxygen.

Action Items:

Nick: Weekly Minutes, Fuel Minigame, Animated Scene Transitions

Marcos: Creative mode implementation, Milky Way Scene Enhancement

Christian: Kepler Scene Enhancement, Game Over Scenes

Jose: Andromeda Galaxy scene polishing, Oxygen minigame