

CS 440 Meeting Minutes

Group 9 Date: October 4, 2023 Time: 12:00 Duration: 60 minutes

Present, on time: Nicholas Tryba, Marcos Echevarria, Christian Garcia, Jose Cuellar-Aguirre

Present, not on time:

Absent:

Synopsis:

- In the final week of round 1 of Sprints, we discussed implementing the final aspects of the bare bones exploration mode. Creating scenes has taken much longer than expected and the team is still split on certain design aspects of UI elements. Marcos will implement his planet exploration style, displaying the planets in a style where all planets orbit the sun, and create clickable elements to display information to the user. Christian is opting for a menu element that allows for a scene transition to displaying all interactable planets, that can then be clicked on and displayed data in a scene that highlights that specific planet. Nick suggested he finish his scene after UI details have been chosen, opting to instead focus his time in getting all code to actually work in one cohesive program, since at the moment, everyone was working in separate GUIs implementing their scenes without interacting with anyone else's code. So, the scenes will be finished, and Nick will ensure that they work together as one single game. Jose continues to work on his scene although basic implementation aspects have not been fully realized so scene implementation will most likely not be complete by the end of scenario 1.

Recent Accomplishments:

Marcos volunteered to finish the project description summary, very much appreciated! Christian finished sections 3 and 8 of the project description, while Nick finished 4-7 of the project description report. Marcos, Christian, and Nick all presented their slides as well.

Current Activities: Marcos is finishing his implementation of the Exploration UI, Christian is also doing his implementation style. Both will commit their code and Nick will be in charge in terms of making sure everything works cohesively while keeping the specific implementations in tact. Jose will continue fixing his scene implementation.

Action Items:

Nick: Weekly Minutes, Coding project upkeep (not sure how to phrase it! Just reference current activities)

Marcos: Marcos specific UI implementation of planet exploration scenes

Christian: Christian specific UI implementation of planet exploration scenes

Jose: Basic Scene implementation