

CS 440 Meeting Minutes

Group 9 Date: October 18, 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:

- We discussed the progress of everyone working on their parts of the coding project. Christian decided to go with the JSON implementation for a save system. Marcos showed us his bare bones implementation of the creative mode and asked for input on if things needed to be changed. We all agreed that it looks great and to continue working on his implementation. Nicholas wanted feedback on sounds that were added into the game, specifically pauses that occur to allow time for some sounds to play out. Nicholas helped explain workarounds to skip the sound effects pausing the scene transitions so everyone can test without having to wait.

Recent Accomplishments:

Marcos finished a bare bones creative mode UI scene, Christian implemented a JSON file system that will be used for a save system, Nick has implemented music for the transitions between the start menu, and exploration mode.

Current Activities: Marcos will continue implementing a planet creation mode for users (Creative mode), Christian will begin working on a game manual from users to understand the game, Nick will continue 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: User Manual

Jose: Andromeda Galaxy scene implementation