

CS 440 Meeting Minutes

Group 9 Date: October 25, 2023 Time: 12:00 Duration: 60 minutes

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

Present, not on time:

Absent: Jose Cuellar-Aguirre

Synopsis:

- We discussed how the project has been coming along and what to focus on coming into the final week of Sprint 2. Christian wants to ensure that we have some sort of game manual that the user can access to understand different elements of the game. The save system has been implemented but since we aren't really accessing the inventory elements or using those elements, the save system has no use yet. Marcos is finishing up the creative mode but decided to leave the potential to import planets into the exploration mode for a later sprint, instead opting to focus on cleaning up the initial scene to match Christian's implementation that we decided to match after the first sprint. Nick was curious about just how many sounds/music should be in the game, and asked for input on what he should do. Marcos and Christian both thought it would be a better idea to have a looping musical piece, sprinkling in individual sounds that react when pressing elements of the UI.

Recent Accomplishments:

Marcos finished his sections of the development requirements paper (15-18), Nick also finished his sections of the requirements paper (9-14).

Current Activities: Marcos will continue implementing a planet creation mode for users (Creative mode) but after allowing basic functionality he will work on redoing his initial Milky Way Galaxy Scene, Christian will continue 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, Milky Way Scene refresh

Christian: User Manual

Jose: Andromeda Galaxy scene implementation