

## CS 442 Meeting Minutes

Group: 1 Date: 4/22/2022 Time: 8:43 PM Duration: 1 hour

Present, on time: Michal Fitrzyk, Tim Jang, Timothy Villaraza, Brian Yu

Present, not on time: N/A

Absent: N/A

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### Synopsis:

For this meeting, we were focusing on combining all of the code we have worked on into one branch, and polishing up whatever we could before the second demonstration.

### Recent Accomplishments:

In the past week, Michal was able to complete the zombie spawning logic, implement the player health bar, implement zombies, created the random item drops from defeated enemies, and created health packs. Brian helped fix the enemy AI, improved the tile map system used to create levels, added animations and sound. Tim V. was able to do some quality testing, pair program with Michal to clean refactor the enemy random item drops, create a full auto weapon, created weapon sprites, and implemented exit warps, which is the main objective of the game. Tim J. was able to fix many of the visual inconsistencies with the map and help fix the zombie path finding.

### Current Activities:

Our next priority will be adding more levels and gameplay depth. In order to make level creation more efficient, Tim Jang will improve the current tile map system so that visual tiles and collisions are tied together instead of manually put together, Michal will remove collision from health packs so that bullets and zombies will not be blocked by health packs, Brian will be reworking the existing player sprite and add animations to fit the theme of the game, and Tim V. will continue to work on adding more guns.

### Action Items:

Tim Jang: Improve existing tile map system.

Tim Villaraza: Add new guns.

Brian: Rework player sprite and add animations.

Michal: Health pack collision.