

## CS 442 Meeting Minutes

Group #1 Date: 4/22/2022 Time: 9:00 PM Duration: 1 hour

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

Present, not on time:

Absent:

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### Synopsis:

For this week, our group is continuing to fix errors and implement new ideas that we have described within our scenario for the final presentation.

### Recent Accomplishments:

Tim Jang has continued to develop the tile map system; Timothy Villaraza has started looking into adding a “fog of war” gameplay aspect. Michal is continuing to debug and find new edge cases causing collision errors, and Brian is polishing up the game with sprite updates.

### Current Activities:

For the next week, Tim Jang will work continue to work on new levels in the game. Timothy Villaraza will continue to develop the fog of war, adding it to all levels. Brian is currently looking into sprite animations that fit the “feel” of the game as well as adding sound effects to give the player more feedback during gameplay. Michal will add additional user interface fatures.

### Action Items:

Tim Jang: Work on the level design for additional levels.

Timothy Villaraza: Work on a fog of war.

Brian Yu: Improve existing animations and include new ones, as well as adding more sound effects.

Michal Fitzryk: Continue to find, fix, and document known collision issues in order to optimize collision logic.