

CS 440 Meeting Minutes

Group: 1 Date: 2/11/2022 Time: 8:30 pm Duration: 1 hour

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

Present, not on time: None

Absent: None

Synopsis:

For this meeting, we are just working on our part of the project while also figuring out/planning what has to be done by next week.

Recent Accomplishments:

Since the last meeting, Brian has completed the movement script, Timothy Jang was able to complete 2 maps for the most part, Michal was able to finish the main menu, and Timothy Villaraza was able to fix any merging issues with our files.

Current Activities:

Tim J. is working on more maps, Tim V. is fixing his shooter system with the player to make it more efficient while also making more gun items, Brian is making the dash mechanic/camera controls for the game, and Michal is working on the sprites for the player and the zombies

Action Items:

Tim Jang: Designing more maps.

Tim Villaraza: Schedule management.

Brian: Making the dash mechanic/camera controls.

Michal: Searching for sprites.