

## **CS 442 Meeting Minutes**

Group: 1 Date: 4/9/2022 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 mainly still working on our tasks from the previous week.

Recent Accomplishments:

In the past week, everyone was able to finished their outside work in order to work on improving the gameplay.

Current Activities:

Our priority will be working on our previous tasks. Tim Jang will continue to improve the current tile map system so that visual tiles and collisions are tied together instead of manually put together, Michal will continue to remove collision from health packs so that bullets and zombies will not be blocked by health packs, Brian will continue to 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.