

CS 442 Weekly Meeting Minutes

Group: 1 Date: 3/10/2022 Time: 4:40 PM Duration: 1 hours

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

Present, not on time: None

Absent: None

Synopsis:

In this meeting, not only were we trying to get everyone on the same page while also fixing some bugs in the game while also adding new features.

Recent Accomplishments:

Tim V. and Michal created the zombie health systems (so that the zombies die in 4 hits) while also creating the health pack system for the player to use. Tim V. also refactored some code. Brian helped everyone on their respective tasks. Tim J. fixed the map collisions and worked with Michal to get the zombie movement to work with the pathfinder that Tim J. added.

Current Activities:

Brian is working on the animations by implementing them to the characters. Tim V. is working on adding more weapon items to the game. Michal will work on making sure the zombies collisions work on each other. Tim J. will work on adding another level to the game.

Action Items:

Tim Jang: Adding more Levels

Timothy Villaraza: adding more weapons

Brian: implementing animations for player and zombie

Michal: Zombie collision fix