CS 442 Meeting Minutes

Group: 1 Date: 3/4/2022 Time: 1:00 PM Duration: 2 hours

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

Present, not on time:

Absent:

Synopsis:

For this meeting, we started developing for the second scenario of our project. We discussed our goals and accomplishments for this scenario and planned what is needed to be done for the following weeks.

Recent Accomplishments:

For this meeting, Brian has started working on getting new player animations for the game and found new assets to work with for these animations. Tim Jang has made some updates to the maps and did some research on the zombie's AI. Tim Villaraza has started working on the bullet damage and health system for the player with some minor implementation at this point. Michal has also helped assist Tim Villaraza with the bullet damage and health system by making it work properly with the player's user interface.

Current Activities:

Brian will continue working on player animations for movement with the new sprites. Tim Jang will be finalizing aspects of the map and start implementing the zombie's AI. Tim Villaraza and Michal will continue to improve upon and work on the bullet damage and health bar system.

Action Items:

Tim Jang: Continue fixing map environment and implement zombie AI

Tim Villaraza: Bullet damage and health bar system

Brian: Player animations and sound effects

Michal: Bullet damage and health bar system