

CS 440 Meeting Minutes

Group: 1 Date: 2/03/2022 Time: 2:47 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 catching up and planning what has to be done by next week.

Recent Accomplishments:

Since the last meeting, Brian has set up the project repository, Timothy Jang was able to start his research on a map system, Feech was able to get started with the main menu, and Timothy Villaraza was able to start his research on the shooting system.

Current Activities:

We are still in the middle of our first sprint, so progress is going along with that. Right now the priority is finishing these early tickets as these would be the core mechanics of the game.

Action Items:

Tim Jang: Design the map for the player, including the background.

Tim Villaraza: Weapons system for the player.

Brian: Player movement, camera tracking player.

Michal: Implement the user interface, including start game, options, and exit functionality.