

CS 442 Weekly Meeting Minutes

Group: 1 Date: 2/24/2022 Time: 9:00 PM Duration: 3 hours

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

Present, not on time: None

Absent: None

Synopsis:

In this meeting, we were getting things ready for the game presentation. There were a number of quality of life improvements, as well as brining all of the teams code into one level. There were a number of bug fixes as well as visual updates.

Recent Accomplishments:

The biggest accomplishment the team has had was combining everyone's code together. There were a number of bugs to arise initially such as a the bullet's hiding behind the game's tile map, and another where the player's rotation heavily affected the player's movement. The bugs were discovered by Tim V, Michal, and Brian. With those two major bugs out of the way, we successfully implemented the base mechanics of the game (minus the enemies which is yet to come). Quality of life improvements in the form of visual enhancements include adding terrain and obstacles to the first level (accomplished by Tim Jang), addition of a sprint bar working in tandem with the player movement script (accomplished by Michal), and place holder player sprite replaced with actual art (also accomplished by Michal).

Current Activities:

With preparations for the presentation completed, Brian will now be adding sprite animations to the player, Tim J will further be improving the tile map system likely tackling zombie AI, Michal and Tim V will be creating a bullet damage and health bar system.

Action Items:

Tim Jang: Tile map improvements and zombie AI

Timothy Villaraza: Bullet damage and health bar system

Brian: Player animations

Michal: Bullet damage and health bar system