

## CS 442 Meeting Minutes

Group: 1 Date: 3/17/2022 Time: 9:00 PM Duration: 2 hours

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 trying to iron out the bugs in the major features that we added in the past week. We also were figuring out what exactly we want to have ready for the upcoming demonstration.

### Recent Accomplishments:

In the past week, Michal was able to get the zombies from not spawning into buildings. As for Brian, he was able to complete some of the animations for in-game characters. Tim Jang was able to work on actual levels that are being played. Finally, Timothy was able to make some progress with the multiple gun mechanics system.

### Current Activities:

Michal is still working on zombie collision, so they do not collide with each other when chasing the player. Brian is currently working on the sound design for the game (i.e., in-game music). Tim Jang is working on the maps of the game. Timothy is working on all of the different guns and their associated systems.

### Action Items:

Tim Jang: Finish map and move game objects into it

Tim Villaraza: Gun mechanics and systems

Brian: Sound design

Michal: Zombie AI collision