CS 442 Meeting Minutes

Group #1 Date: 4/16/2022 Time: 3:00 PM Duration: 5:00 PM

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

Present, not on time:

Absent:

Synopsis:

For this week, our group is continuing to fix errors and implement new ideas that we have described within our scenario for the final presentation.

Recent Accomplishments:

Tim Jang has steadily improved the tile map system in the game and is adding more to the levels in the game. Timothy Villaraza has developed ideas to the weapons systems in the game. Michal has been fixing the collision issues with enemies and other objects within the seen. Brian has reworked the player sprite and animations to fit the game and is working on more quality of life gameplay.

Current Activities:

For the next week, Tim Jang will work on the level design for new levels within the game. Timothy Villaraza will work on level switching and finalize additional weapons. Brian will add and improve upon animations and sounds for new and current items within the game. Michal will finalize the collision issues and work on implementing additional user interface items for other parts of the game as necessary.

Action Items:

Tim Jang: Work on the level design for additional levels.

Timothy Villaraza: Work on level implementation and finish additional weapons.

Brian Yu: Improve additional animations and sounds for better visual appeal.

Michal Fitzryk: Finalize fixing health pack collision and implement additional user interface elements.