

CS 442 Weekly Meeting Minutes

Group: 1 Date: 2/19/2022 Time: 8:54 pm Duration: 2 hours

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

Present, not on time: None

Absent: None

Synopsis:

During this meeting, we discussed a couple of bugs that we found in each other's code. We also talked about our future features and what to finalize for our TA demo next week Friday.

Recent Accomplishments:

Since our previous meeting, Michal and Brian have identified bugs in our code. For example, for the shooting script implemented by Timothy, Michal was able to point out the fact that the bullet sprites were not being shown on the upper portion of the screen. In the case of Brian, he was able to find out that the movement scrip does not have up and down capabilities.

Current Activities:

Tim has been working on the tile sets for the maps while Timothy has been trying to solve the bug is his shooting script. Additionally, Michal has been working on finding the sprites still and implementing a health bar UI, while Brain has been trying to fix the bug in his movement script.

Action Items:

Tim Jang: Finish the tile sets he is working on.

Timothy Villaraza: Implementation of a melee system and correcting his script.

Brian: Implement a dash mechanism.

Michal: Finish implementation of the health bar and start on dash bar UI.