

CS 440 Meeting Minutes

Group: 1 Date: 1/29/2022 Time: 2:30 pm Duration: 2 hours

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

Present, not on time: None

Absent: None

Synopsis:

For this meeting, our goals are to finalize our decisions on what project we wanted to do, develop the start for the first release scenario, and set up our project repository and Jira for the semester. Once everything is done, we will assign initial tasks for each person to do for the backlog and the upcoming sprint.

Recent Accomplishments:

Since this is the first meeting, there has not been much regarding recent accomplishments, but we have decided on our project that we will work on will be a game called Zombie Dash from one of the previous development projects. Brian and Michal set up the Jira for the semester, Tim V. and Tim J. also contributed to populating the backlog, and the four of us did the project scenario write up.

Current Activities:

For the first scenario, Tim Jang will be designing the first level of the game with additional map aspects. Tim Villaraza will be designing the basic weapons system for the character. Michal will be implementing the user interface, including both the start game menu and in game menus and functionalities. Brian will be implementing the player movement system and the camera tracking for the player.

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.