**CS 440 Meeting Minutes**

**Group**: 16 **Date**: 11/18/2020 **Time**: 12:00pm **Duration**: 30 minutes

**Present, on time:** Andrew Macatangay, Alex Choi, Luke Austin, Sam Alammar

**Present, not on time:** --

**Absent:** --

1. **Synopsis**:
   1. This is the 2nd week of our final sprint. Last week we finished level 2, we are implementing level 3, and working on testing the project so there are no bugs. This week will be quite hectic because the thanksgiving holiday has pushed work forward to be fully completed by this Friday instead of next Monday.
2. **Recent Accomplishments:**
   1. Completed level 2 of the project
3. **Current** **Activities**:
   1. Plan and implement level 3 for the Dankest Dungeon.
   2. Continue and finish up all testing of the Dankest Dungeon.
   3. Implement enemy, and enemy AI character for level 3.
   4. Complete work on Part III and IV for the development project.
4. **Action** **Items**:
   1. Andrew:
      1. Complete Part III of the project description report.
      2. Test all audio components in the Dankest Dungeon.
   2. Sam
      1. Plan and create level 3 for Dankest Dungeon.
      2. Test all visual components in the Dankest Dungeon.
   3. Luke:
      1. Finish Sam’s implementation of level 3 for the Dankest Dungeon. Work on new characters, AI, and clean up any issues.
      2. Test all text in the Dankest Dungeon.
   4. Alex:
      1. Complete part IV of the project description report.
      2. Test and fix any usability issues in the Dankest Dungeon.