**CS 440 Meeting Minutes**

**Group**: 16 **Date**: 9/18/2020 **Time**: 1:00pm **Duration**: 60 minutes

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

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

**Absent:** --

1. **Synopsis**:
   1. This week members discussed next moves, and how to split up the work for the Coding project and the Project Description. For now, Andrew and Sam are going to concentrate on the coding of the Dankest Dungeon project, while Alex and Luke are going to work on the documentation for the Project Description report.
2. **Recent Accomplishments:**
   1. Set up their Jira profiles.
   2. Determined which Language/Framework/IDE we would all be working on with the project (Java/IntelliJ)
   3. Decided on Alex’s 4D chess hybrid game for the Project Description Report
3. **Current** **Activities**:
   1. ASCII version of logic for gameplay should be completed next week.
   2. Determine GUI layout of first level of game.
   3. First 8 sections of Project Description Report will ideally be completed by next week’s meeting.
4. **Action** **Items**:
   1. Andrew & Sam:
      1. Begin ASCII version of gameplay to solidify game logic.
      2. Update Jira with Sprints and assign tasks to team individuals.
   2. Alex & Luke:
      1. Flesh out idea for 4D chess hybrid game
      2. Begin working on Project Description report (Due October 3rd)