**CS 440 Meeting Minutes**

**Group**: 16 **Date**: 9/25/2020 **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 week the meeting centered around preparing for the presentation due on Monday. Andrew and Sam are continuing to make solid progress on the Dankest Dungeon coding. Luke is working on the Project Description report, and Alex is working on preparing the PowerPoint for the presentation on Monday.
2. **Recent Accomplishments:**
   1. Completed 50% of Project Description Report Part 1, the rest will be completed this weekend.
   2. PowerPoint presentation for Project Description Report 1 will be ready by Monday. Alex will get started and share his results with us on Saturday, then we will finalize and practice the presentation on Sunday to be ready for Monday Sep 28th.
   3. Completed ASCII version of game and game logic in IntelliJ using Java.
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. Continue working on coding Dankest Dungeon.
      2. Implement basic GUI and graphics for the game
   2. Luke:
      1. Continue working on Project Description Report
   3. Alex:
      1. Begin making presentation for Monday.