**CS 440 Meeting Minutes**

**Group**: 16 **Date**: 10/09/2020 **Time**: 12:30pm **Duration**: 30 minutes

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

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

**Absent:** --

1. **Synopsis**:
   1. To spread out the coding efforts a little more, Alex and Luke are going to concentrate on the GUI implementation, and Andrew and Sam are going to concentrate on the coding and logic of the game, and implementing new features (enemy players and AI, etc.)
2. **Recent Accomplishments:**
   1. Sprint 1 was 100% successfully completed for the group presentation.
3. **Current** **Activities**:
   1. GUI elements inserted into the game, optimize for first level of the game.
   2. Begin working on PART II of the project report, complete
4. **Action** **Items**:
   1. Title Screen
   2. Main Menu with
      1. Play Now
      2. Exit
   3. Merchant between levels
   4. Implement score in top-right of GUI
   5. GUI to replace text field
   6. Implement enemies
   7. Implement enemy AI
   8. Add sound effects
   9. Implement different music tracks for different levels
   10. Update Jira to reflect these action items and set responsibility to team members over the next sprint.