**CS 440 Meeting Minutes**

**Group**: 16 **Date**: 10/16/2020 **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. Approximately 30% of Part II of the projection description report has been completed last week, with a further minimum of 20% to be completed this week.
   2. Development of the coding project (Dankest Dungeon) is moving along. New graphics and GUI elements have been implemented, as well as menu options and buttons.
2. **Recent Accomplishments:**
   1. The first 5 sections of Part II of the projection report have been completed. The next 5 to be completed this week.
   2. Created two opening scenes for the game.
   3. Implemented functionality for the different buttons to bring users into the main menu.
   4. Created sound effects for the currently completed portions of the game.
   5. Created and updated images for the game and updated some GUI elements.
3. **Current** **Activities**:
   1. Continue working on Part II of the project description report
   2. Polish current features and implement new features as described in the action items below
4. **Action** **Items**:
   1. Andrew
      1. Create Title screen(s)
      2. Complete parts 6 – 8 of the projection description report Part II
   2. Alex
      1. Create intermission merchant screen and code for interacting with merchant
      2. Implement player score in top-right corner of screen
   3. Luke
      1. Create a backstory for the lore of the game
      2. Create and implement level 2
   4. Sam
      1. Work on sound effects for the
      2. Complete parts 6 – 8 of the projection description report Part II