**CS 440 Meeting Minutes**

**Group**: 16 **Date**: 10/23/2020 **Time**: 12:00pm **Duration**: 45 minutes

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

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

**Absent:** --

1. **Synopsis**:
   1. Approximately 50% of Part II of the projection description report has been completed to date.
   2. Development of Dankest Dungeon is going well. The base game is completed, and we are now making quality of life improvements and adding additional features to the game such as additional levels, sound effects, and improved graphics.
2. **Recent Accomplishments:**
   1. Backstory for game written, but not implemented yet.
   2. Title screens and sound effects generated, but not yet implemented.
   3. Play-score implemented in corner of screen.
   4. 50% of Part II of Project Description Report completed.
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. Complete parts 13 - 15 of the projection description report Part II
   2. Alex
      1. Create intermission merchant screen and code for interacting with merchant
   3. Luke
      1. Implement Lore into Dankest Dungeon.
   4. Sam
      1. Complete parts 10 - 12 of the projection description report Part II.