**CS 440 Meeting Minutes**

**Group**: 16 **Date**: 10/30/2020 **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. Project Description Part II is completed and needs a final review before submission tomorrow (Saturday) at 11:59pm.
   2. 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. Some dialogue and backstory for the game is implemented, rest needs to be implemented.
   2. Audio/Sound effects implemented in the game.
   3. 100% of Part II of Project Description Report completed.
3. **Current** **Activities**:
   1. Proofread and submit 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. Work on the implementation of level 2
   2. Alex
      1. Double-check and complete Project Description Part II
   3. Luke
      1. Test gameplay and current implementation for Dankest Dungeon. Fix any bugs encountered
   4. Sam
      1. Implement enemy AI