**Date:** 11/24/2014 **Primary Facilitator:** Trent

**Start:** 5:30 P.M. **Timekeeper:** Jesse

**End:** 6:00 P.M. **Minute Taker:** Trent

**Location:** In GH, Google Meet **Attendance:** Trey, Philip, Aaron, Jessee, Trent

1. **Objective**

To make Project Phase 4 slides / basic script

1. **Status [Allocated Time: 5 minutes]**

Philip: State requirements for Project Phase 4

1. **Discussion items [Allocated Time: 20 minutes]**
   1. Determined it was too early to make the slides.

Resolution: At our next (and likely final) meeting we will make the slide-show.

* 1. The code compiles, however, many of the tests fail.

Resolution: We will all look at our individual tests and fix the code so they don’t fail. We can also look at all the other tests and help with them if we have the time (remember the ticket system on source forge, lest we have to use Microsoft Project).

* 1. Looking at the requirements for Phase 4, there are many things that are not ready.

Proposals: 1) We need to make sure the GUI works. 2) We need to get the Flyer Enemies working. 3) We need to make sure power-ups exist and work. 4) We need to fix the scrolling so that the player doesn’t go through walls. 5) We need to create a checkpoint system so that when a player is crushed by scrolling he doesn’t appear and instantly die again. 6) BossModel is not yet implemented.

Resolution: Trey decided he would work on problem #2 which should allow us to test problems #1 and #3; Philip decided he would work on problem #4 which, if implemented right, may eliminate problem #5. Aaron volunteered to create the BossModel. Additionally, we all decided to get as much of what was left finished by our next meeting (after Thanksgiving Break).

1. **Wrap up [Allocated Time: 5 minutes]**
   1. Review Tests/Allocated Work.
   2. Meeting critique: Much of this was not discovered until this meeting, which means we were not yet ready to start Phase 4… I should have realized this before creating the last agenda. As such, much of these solutions address problems that where not on the agenda. However, the meeting was very productive.