**CS 440 Meeting Minutes**

Group.28 Date:9/19/20 Time: 4:00p.m Duration: 50 minutes

Group Members: Saude Chaudhry, Eldin Vujic, Victor Fong, Luca Giuseppe Cellamare

Present, on time: Saude Chaudhry, Eldin Vujic, Victor Fong

Present, not on time:

Absent:

Luca Giuseppe Cellamare

Synopsis:

Discussing what language everyone is comfortable with, we were choosing between Java and C#, but ultimately we settled on Java. We weren’t able to do much programming over this week due to the fact that we had programs due in our other classes/had personal stuff and also we were hoping Luca would join, but we just decided to continue on without him. But we fully decided to do Java for this Deep Space game. Right now we settled on what IDEs we are using, Eldin, Saude, and Victor are going to be using IntelliJ. We also decided how to go about this game and we also had the idea that since our game is going to mostly text based game that eventually if we get everything working we should convert it as a GUI much later. Right now we are going to hardcode a mini map just to make sure all of the commands listed below work on it.

Recent Individual Accomplishments:

Saude Chaudhry: Getting intelliJ IDE setup / Designing of the Welcome Screen

Eldin Vujic: Getting intelliJ IDE setup / Map Design fully designed

Victor Fong: Getting intelliJ IDE setup / Designing the inventory screen

Current Individual Activities:

Saude Chaudhry: Get the Welcome Screen and Quit commands working described in the Scenario.

Eldin Vujic: Get the go commands working described in the Scenario and get the map design fully implemented.

Victor Fong: Get the Inventory command working as described in the Scenario / Set up main game launching executable file

Individual Action Items:

Saude Chaudhry: Get the help command working and displayed/ the mechanics for the command such as Close and Open help.

Eldin Vujic: Each individual Go command to work such as the N = NORTH, E = EAST, S = SOUTH, etc/ get player class working.

Victor Fong: Get inventory class working and fully working.