**CS 440 Meeting Minutes**

Group.28 Date:10/03/20 Time: 10:00p.m Duration: 30 minutes

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

Present, on time: Eldin Vujic, Victor Fong

Present, not on time:

Absent:

Luca Giuseppe Cellamare, Saude Chaudhry,

Synopsis:

So this week we discussed are approach on how we should be demoing this upcoming first scenario. We decided ultimately to put the swing part of the program (GUI) and lay it off until next scenario because we didn't put it in our first scenario, we kind of wanted it to look fancy for our first release, but we saw too many bugs with java swing. And it also compacted our code a lot. So for this week we were basically relocating most of the code and we are still trying to parse the demo map into the game.

**Recent Individual Accomplishments:**

Eldin Vujic: Finished developing welcome screen for the swing aspect of the project.

Victor Fong: Implemented inventory and helped unify code locations within proper classes.

**Current Individual Activities:**

Eldin Vujic: Parse the map into a text file for the demo we will be demonstrating

Victor Fong: Working on Places class to help create a the map for us to work on.

**Individual Action Items:**

Eldin Vujic: Make sure each command based off of the character works on the map

Victor Fong: Get items and doors working within Places and find a way to either randomly generate maps or allow map parsing of a text file.