**CS 440 Meeting Minutes**

Group28 Date: 10/17/20 Time: 8:00pm Duration: 30 minutes

Present, on time:Eldin Vujic, Victor Fong

Present, not on time:

Absent:

Saude Chaudhry, Luca Giuseppe Cellamare

Synopsis:

This week we continued to discuss the implementation of the enemy class and how our scenario 2 can start matching up with our code. Right now we are currently still developing the enemy class and making our combat work, but we got the enemy class done. The only thing we are trying to do is try to activate the combat system in this game because for this scenario 2 it is fundamental to have this combat system fully working before our next release. So right now since our custom rooms are fully implemented we are just working on getting the combat system up and ready. Also as discussed before we are trying to make it so that our enemies have some sort of AI that can be implemented into the game.

Recent Individual Accomplishments:

Eldin Vujic: Finished up the enemy class, just needs to implement the combat due to the enemies needing combat in order to have some use into the game, so must implement combat before the final push.

Victor Fong: Finished up the healing aspect classes, needs to implement the randomness next for it, so making the heals appear in random rooms.

Current Individual Activities:

Eldin Vujic: Implement combat system, making enemies have random personalities as well, (Passive or aggressive.)

Victor Fong: Make the heals fully work and the power-ups be able to be picked up. Also add the health bar into the player class so the player can see how much hitpoints they have before entering a new room.

Individual Action Items:

Eldin Vujic: AI for the enemy class, making them walk through the rooms randomly

Victor Fong: Implement the power-ups in the game, let the player also pick up the power ups.