**CS 440 Meeting Minutes**

Group28 Date: 10/24/20 Time: 10:30pm Duration: 20 minutes

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

Present, not on time:

Absent:

Synopsis:

This week was different due to the fact that we had a new edition to the group which is Ethan. So we basically explained the essense of our project and what we were doing to continue developing it. We also discussed the roles that everyone is going to have moving forward to complete the goal plan from scenario 2. So overall this week was to get Ethan and Saude on track with the project. Since Saude has also been absent from the past group meetings.

Recent Individual Accomplishments:

Eldin Vujic: Finished up the combat part of the enemy class, instead of making the enemies have randomess for fighting, trying to make a more strategy fight method for the enemies.

Victor Fong: Making the heals found through every room all unique and not just be a fixed unit amount of healing, so instead of making all heals heal for 5 it can go anywhere from 1-5.

Saude Chaudhry: Just got back

Ethan Luong: New Member

Current Individual Activities:

Eldin Vujic: Implement combat system to be more unique instead of random, so make some sort of strategy when it comes to the code.

Victor Fong: Implement more healing items, not just have one healing item but other types of healing items.

Saude Chaudhry: Design a new room to have some understandings on the rooms.

Ethan Luong: Make more rooms / more items.

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.

Saude Chaudhry: Help Eldin with the AI for the enemy class.

Ethan Luong: Help implement the power-ups as well in the game.