**CS 440 Meeting Minutes**

Group28 Date: 11/10/20 Time: 7:30pm Duration: 30 minutes

\*Forgot to Submit via GITHUB

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

Present, not on time:

Absent: Saude Chaudhry

Synopsis:

This week we basically were discussing how we are going to be presenting in the upcoming weeks and whether or not we should make some last minute changes. Overall this week we were just testing our code out and making sure it is all fine and everything. Also lastly we are implementing all of the level layouts, so we can have a decent amount of things to show in the demo on class.

Recent Individual Accomplishments:

Eldin Vujic: Level design and level structure.

Victor Fong: Adding Enemies throughout the level design Eldin is adding onto

Ethan Luong: Adding more item drops from the enemies Victor is adding onto and adding items throughout rooms from Eldin.

Current Individual Activities:

Eldin Vujic: Keep adding more levels / bug test the levels as well

Victor Fong: Keep adding more enemies / bug test them

Ethan Luong: Keep adding items and bug test the items

Individual Action Items:

Eldin Vujic: Implement the GUI for levels

Victor Fong: Implement the GUI for enemies

Ethan Luong: Implement the GUI for items