**CS 440 Meeting Minutes**

Group28 Date: 11/21/20 Time: 6:00pm Duration: 20 minutes

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

Present, not on time:

Absent: Saude Chaudhry

Synopsis:

This week we basically were just cleaning up the code and preparing how our project looks visually for this upcoming presentation that we are going to be having on Wednesday. Victor this week spent majority of the code refractoring one of our classes known as the item class. While Ethan and Eldin spent majority of this week focusing on the GUI aspect of our game, making it look nice and flawless.

Recent Individual Accomplishments:

Eldin Vujic: Gathered different pictures for items / enemies / rooms. Making sure every one of these has a unique look to them.

Victor Fong: Finished up refractoring the item class / making it all into a interface.

Ethan Luong: Finished the GUI aspect / making sure all of the buttons for the code work properly such as the attack / run / pickup.

Current Individual Activities:

Eldin Vujic: Testing out enemy class and making sure correct pictures go into the enemies.

Victor Fong: Merging the item class with the master class.

Ethan Luong: Making GUI of the project look a bit nicer / fixing it up.

Individual Action Items:

Eldin Vujic: Add more enemies and rooms for the in class demo.

Victor Fong: Add more items and rooms for the in class demo.

Ethan Luong: Make the GUI look nicer and the buttons look nicer.