**CS 440 Meeting Minutes**

Group28 Date: 11/6/20 Time: 4:30pm Duration: 30 minutes

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

Present, not on time:

Absent: Saude Chaudhry

Synopsis:

This week we basically just finished the scenario 2 demo and this week was primarly focused on getting all code working and ready for the scenario. Also we are going to start working on the the GUI aspect of our code since we were holding off on it by first implementing everything to make sure it works properly before having a GUI for it. Since our last final scenario is going to be focusing on the GUI part. We are also deciding which GUI for java we should use since we decided that swing just looks awful.

Recent Individual Accomplishments:

Eldin Vujic: Finished up the Control Panel class and implementing them throughout various rooms / implementing the equiping items as well.

Victor Fong: Bug fixing some of character commands / bug fixing control panel class / debugging the equip items part of the code.

Ethan Luong: Finished fixing and implementing med-packs and power-pills / implementing and making sure the health packs work.

Current Individual Activities:

Eldin Vujic: Implement the player GUI part of the player class, so have a actual visible player.

Victor Fong: Implement a game control pad so player can traverse through rooms without typing north/west/south/east.

Ethan Luong: Implement the GUI for welcome screen, since we had one for swing, but it looks awful.

Individual Action Items:

Eldin Vujic: Have Customizable character looks from a various of sprites.

Victor Fong: Design how rooms look like / bascially every room you go into has some unique look to it for the GUI.

Ethan Luong: Inventory GUI look for the program.