**CS 440 Meeting Minutes**

Group 1 Date: 20/19/2020 Time: 10am Duration: 45 minutes

Present, on time:

Deonvell, Chris, Luke, Fade

Present, not on time: N/A

Absent: N/A

Synopsis: Figured out what features are the highest priorities for release 1.

Recent Accomplishments:

Deonvell: Added inventory GUI, designed tutorial map, made small tweaks to code.

Chris: Found a way to make the floor textured, learned about wall drawing limitations.

Luke: Created some block textures, found a way to change the map while playing the game.

Fade: Figured out how to combine our game and inventory panes, tried implementing javaFx rather than swing (decided to stick with swing).

Current Activities: Deonvell: Pop-up windows Chris: Sprites in map (items) Luke: in-game pause menu, Fade: adding images to inventory GUI

Action Items: Finish our high priority tasks (finishing these we will be ready for release 1) ASAP then try adding more features if there is time.