**CS 440 Meeting Minutes**

Group1 Date: 02-05-2020 Time: 10:00am Duration: 1 hour

Present, on time: Deonvell, Luke, Chris, Fade

Present, not on time:

Absent:

Synopsis: Setting up main objectives for the coding and development project to be done this month

Recent Individual Accomplishments: Deonvell- Researching the 3D game engine, Chris- IceScrum stories made, Luke- Also putting in icesrum stories written down, Fade- also helped with researching the 3D game engine

Current Individual Activities: Deonvell- Putting stories on icesrcum and starting to look at what is needed for the inventory on the screen, Chris – Researching how to create certain items in the game, Fade- put stories on icescrum and looking up textures that could be used on the items, Luke- seeing how we can change the dimensions of the walls to make items

Individual Action Items: Everyone- should start doing their part for the development project that was assigned.