**CS 440 Meeting Minutes**

Group: 1 Date: 3/6/2020 Time: 10am Duration: 25 minutes

Present, on time:

Luke, Chris, Fade, Deonvell

Present, not on time:

Absent:

Synopsis: Discussed what the scope of our scenario 2 should capture. Things like stories with high priority, how many maps we should make, abstracting the main game class.

Recent Accomplishments: Got the sprites working along with some sprite textures, interacting with these sprites, door opening based on interacting with sprites

Current Activities: Getting the music player working and adding music settings to pause menu, ceiling texture, add more sprites and textures.

Action Items: Add more stories, rank what stories are most important to complete first, figure out how to make the maps "plug and play" in our code.