Collin Puchta, Hassain Shiju, Noah Hinckley, Darren Brunelle 4/20/2020

**Group Meeting**

*What has been done since last meeting (4/17/2020):*

Collin: Have continued working on researching creation of an executable file. Have added more to the design artifact for this feature

Darren: Has continued working on design artifacts for the car class

Hassain: Has implemented a basic test for playing sounds in the game, where sounds can be played by pressing a button

Noah: Has been working on design artifacts for the level creation feature

*What will be done before next meeting (4/25/2020):*

Collin: Have a working executable completed

Darren:

Hassain: Begin implementing sound into gameplay. Implement a slider for variable sound adjustment

Noah: Get a good understanding of the Tiled software