Group: <u>8</u>   **Date: 01/31/24**   **Time: <u>3:00 pm</u>**   **Duration: 45 Minutes**

Present, on time: Brian Li, Joshua Martinez, Sebastian McMahon, Jose Cuellar-Aguirre

Present, not on time: None

Absent: None

Synopsis:

- We discussed our current tasks and our progress on each task.

- We discussed how we are going to begin implementing some of the features of the game. In particular how we are going to design our codebase so we can start working on individual features.

Recent Individual Accomplishments:

Brian: None

Joshua: None

Sebastian: None

Jose: None

Current Individual Activities:

Getting the base of the game created: home screen, truck system, and map

Individual Action Items:

Brian: Finding and implementing the map for the game

Sebastian: Designing and implementing a system to measure the trucks gas and money earned while playing the game.

Joshua: Designing and creating the landing page with buttons

Jose: Creating "truck" sprite and implementing its movement