

- A. **Attendance** (5 min)  
Viktor Kirillov, Mykyta Parovyi, Aleksandra Dmitrieva, Volodymyr Vakhniuk
- B. **Action Item Review** (25 min)  
Viktor: Created controllers for model loading and parsing appropriate material files for those models. Created a pipeline for building an object that propagates that object through the game controllers and connects them with the WebGL rendering part. Created an event dispatcher for adjusting and simulating user keyboard and mouse events.  
Mykyta: Implemented guest system Created ticket system. Implemented UI elements for both ticket and guest system so that user is aware of what's going on. Implemented the reward system from the last login which gives user virtual revenue that one would get for being offline.  
Aleksandra: Completed all weekly paper work. Found and triangulated models for main buildings in the game. Made dynamic parsing of models to display them in the desired color  
Volodymyr: Vova has improved the map generation and made it more uniform. Tweaked the camera to effectively display game elements Mouse picker - added the ability to move objects on the map. Made it possible to build objects and save them on the map
- C. **Week 12 goal and ideas** (10 min)  
Viktor: will keep working on on controllers models.  
Mykyta: Reward system logic  
Aleksandra: Banking system, ui  
Volodymyr: Map manipulations
- D. **Upcoming meeting date and time** (5 min)  
Next meeting is scheduled on upcoming Saturday November 14, 9 am (if changes necessary: would be discussed in group chat)
- E. **Questions/comments/concerns** (10 min)  
Good job! Project looks good already!