

- A. **Attendance** (5 min)
Viktor Kirillov, Mykyta Parovyi, Aleksandra Dmitrieva, Volodymyr Vakhniuk
- B. **Action Item Review** (10 min)
- This week our team worked on finishing couple ideas from previous week and Project Requirements report part II.
- Viktor: Use case diagrams/ Use case lists for Report. Implemented scene initialization and scene state control for the game. Removes pointer event from the scene. Added “excitement level” bar into the scene.
- Mykyta: Implemented “excitement level” bar functionally. Continued to work on data base. Made it possible to store users game objects on DB.
- Aleksandra: Completed all weekly paper work. Worked on finishing and polishing Project Requirements report part I and II.
- Volodymyr: Worked on project’s Performance Requirements. Also special shout out to Volodymyr for leading exam review section for our team!
- C. **Week 10 goal and ideas** (20 min)
Viktor and Mykyta will continue to research materials related in adding zooming/ rotating camera effects into the map. Aleksandra is responsible for testing existing materials as well as working on game object logic and interactions. Volodymyr will keep working on game objects graphic rendering and basic functionality providing to the rest of the group material to build more complex game functionality.
- D. **Needs to be done** (10 min)
Our team is planning to focus on game graphic initialization and implementation.
- E. **Upcoming meeting date and time** (5 min)
Next meeting is scheduled on upcoming Saturday October 31, 9 am (if changes necessary: would be discussed in group chat)
- F. **Action Items** (5 min)
Week 10 is dedicated to game graphic. Including implementation and testing.
- G. **Questions/comments/concerns** (10 min)
Week 9 was a quiet busy week for our team. We had to dedicate extra time for exams preparation therefore less things were done than were planned to do. We’ll catch up!!