

- A. **Attendance** (5 min)
Viktor Kirillov, Mykyta Parovyi, Aleksandra Dmitrieva, Volodymyr Vakhniuk
- B. **Action Item Review** (25 min)
This week our team worked on finishing ideas from previous week and Project Requirements report part II.
Viktor: Adjusted current building actions propagation so that now it makes a user able to complete daily tasks related to the buildings such that "Build...", "Upgrade...", "Destroy..." etc. Implemented controls over the user interaction with the placed buildings to display the context menu with available actions for each building, such as "Upgrade", "Move", "Destroy" etc. Created a list of possible upgrades for each type of building that reflects their cost, revenue, excitement level and updated map texture. Having that, user is now able to upgrade the buildings that he placed before.
Mykyta: Worked on finishing and polishing Project Requirements report part I and II. Embedded a client popup window library in order to provide a unified interface for the User Profile, Daily Tasks and Player leaderboards
Aleksandra: Completed all weekly paper work. Worked on finishing and polishing Project Requirements report part I and II. Created in-app notification system so that the user is notified once he receives new daily tasks that was not seen by him before.
Volodymyr: This week Volodymyr worked on algorithm for procedural world generation. The algorithm is build upon Noise algorithm. The goal was to generate a rectangular island with the terrain that consists mostly of flat planes(using very smooth noise function) in order to simplify the build process later. But the world will not be completely flat; it will have up to 4 height levels. World consists of terrains and terrains in turn consists of quads(smallest unit). Also added a quad tessellation functionality and therefore the quads can be tessellated in order to increase the level of detail.
- C. **Week 11 goal and ideas** (10 min)
Our team will continue to work on the next demo release. This include graphics, in game logic and environment. As well as overall design concept 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 11 is dedicated to game design brainstorm. Early design implementation is recommended. But we allow it to be pushed to the week 12.
- G. **Questions/comments/concerns** (10 min)
Week 10 was a very progressive week for our team. Good job!