Date: 9/16/20 Time: 6:00pm Location: Discord Duration: 50 Minutes

1. Attendance **(5 minutes)**
   1. Present Members: Nick Toledo, Omar Flores, Stephen Lambert, Yash Shah
   2. Tardy Members: N/A
   3. Missing Members: N/A
2. Completed Action Items Review **(5 minutes)**
   1. As a group we all collectively agreed on an idea for our development project. The idea we are going with is Stephen’s idea for a 4-player 3D Tic-Tac-Toe incorporating a cube for the player board.
3. Discussion of Current Activities **(30 minutes)**
   1. Coding Project Implementation (15 minutes): As a group we discussed possible languages and libraries that we could use for our coding project. One of the possible options we discussed was using Java and JavaFX. However, after discussing further, we are currently looking at using Python with the Pygame library for graphics.
   2. Coding Project Interests (10 minutes): Everyone in the group discussed what aspects of the coding project they would like to work on. Nick mentioned wanting to work on the backend server/client aspects of the project. Stephen and Ayash mentioned wanting to work on the GUI portions of the game. Omar is looking at working on the backend of the overall game and menus.
   3. Future Deadlines (5 minutes): As group we assessed and planned out future deadlines for both the development project and coding project.
4. Actions Items **(5 minutes)**
   1. Everyone: As a group we will all be researching into how we will use Python and Pygame in our project so that we can begin working on the coding project as soon as possible.
   2. Stephen: Mentioned having a low workload this week and would most likely begin working on the GUI elements of the project.
   3. Nick: Will setup a Google Doc and Slide so that members of the group can begin contributing to the development project’s PowerPoint and description report.
5. Final Questions/Comments/Concerns **(5 minutes)**
   1. Due to our first class exam next Wednesday, our next meeting will most likely be the following day(Thursday).