**CS 440 Meeting Minutes**

Group 9 Date: September 8, 2023 Time: 12:00 Duration: 60 minutes

Present, on time: Nicholas Tryba, Marcos Echevarria, Christian Garcia, Jose Cuellar-Aguirre

Present, not on time: None

Absent: None

**Synopsis:**

-We discussed the different development project ideas and the justification for each idea that was brought to the table. Had some trouble grappling with how to envision certain aspects of certain projects. We also discussed in depth how we would approach our coding project. Which language to use, the game model we would use as our direction, and how we would break up chunks of the project into scenarios per the class model.

**Recent Individual Accomplishments:** A coding project was chosen between everyone’s suggestions. Nicholas suggested using Java to implement the coding project, while Marcos and Christian helped figure out how to model the game. The game model mimicking a point and click adventure. Jose had problems with his laptop but was able to get a loan laptop and has installed most of the required programs.

**Current Activities:** Nicholas will maintain weekly meeting minutes for this week, while everyone is spending time refreshing their knowledge on Java and how to implement event driven programming using Java and utilizing JavaFX for GUI implementation. Finishing up the first scenario summary will happen within the next 24 hours. Jose will finish downloading specific programs such as Eclipse, on his new laptop.

**Individual Action Items:**

Nick: Weekly minutes recording, begin sprint (startup window GUI)

Marcos: Begin sprint, design barebones GUI for exploration mode.

Christian: Begin sprint, work on creating user classes that will store data for eventual save system.

Jose: Begin sprint, work on event driven nature of changing scenes between start up window, and exploration mode.