**CS 440 Meeting Minutes**

Group: 21 Date: 3/10/2019 Time: 4:00 PM Duration: 40 mintues.

Present, on time: All.

Present, not on time: NA

Absent: NA

**Synopsis**: In this meeting, we gathered to work around for the next release of Development Project and coding project. In this meeting, the first thing we are doing is modify, editing and making things perfect for coding and development projects for now and redistributing tasks for future releases.

**Planning for Development Project:**

For this, we are planning to work on ‘Requirement’ part of the development project. Since, there are twelve section to this, we are planning to distribute 3 sections among the four of us. For this week, we have selected to pick and finish any one section of the ‘Requirement’ part.

Nemil : Functional, Data, and Performance Requirements

Wishy : Dependability, Maintainability, and Security Requirements

Ruchit : Usability, Operational and Look-feel Requirements

David : Product, Legal Requirements, and Acceptance.

**Planning for Coding Project**: After the successful demonstration of first release of coding project, we are planning to work more on that. For example, new features like Graphical User Interface with mini maps, Database server, allowing multiple characters to play the game, new features for characters, new multiple levels etc. We are creating text-based input file with multiple versions of it. New features and modification will again be re distributed.

Nemil and Wishy : Adding Features to the character, creating multiple versions of input file, multiple levels .

Ruchit and David: Adding database server and GUI .

**Recent Accomplishments (Coding):** In this meeting, we successfully merge the work of all of us in the coding project, edited and modified so that it works perfectly fine for the coding development project release.

We merge and push the code to the git.

**Recent Accomplishments (Development):** Each member of the group is about to finish each section of the ‘Requirement’ part of the development project.