**CS 440 Meeting Minutes**

Group: 21 Date: 3/8/2019 Time: 12:00 PM Duration: 30 mintues.

Present, on time: All.

Present, not on time: NA

Absent: NA

**Synopsis**: In this meeting we decided what to write in the second release of scenario. As we divided work on the project requirements last week, we made sure everything was going as planned so we can submit it next week.

**Planning for Development Project:**

We divided work this way.

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.

People will b e writing the part assigned in a shared Google document. We also planned to work on risk analysis of the project as soon as we are done with the part mentioned above.

**Planning for Coding Project**: We made a rough idea of GUI. Some ideas like clickable pictures of rooms and a list on inventory the player currently has.

David and Ruchit: Design GUI and work on Database of type of rooms we will have in our project.

Nemil and Wishy: Design the code to work on the database provided. Ie. Write the java code to make the game multiplayer and make rooms desired by databse.

**Recent Accomplishments (Coding):** In this meeting we found some questions and puzzles to put In our game to escape the room. We also decided the we will be using java.swing for our GUI. We also designed the code to take inputs from the database. As soon as that data is usable we will 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.