Hi team

Your raw mark of M1 + M2 is 90.69/100

Please see below comments ONLY for parts where you didn’t get full mark:

**Modelling of Entities 8/10**

1. Some classes are not connected to the correct super class/parent class. For example, exitGoal and enemiesGoal are not linked correctly.

2. Some of the aggregation can be simplified. For example, dungeon has static entity, but they type of static entities should just inherit static entity class.

3. Observer pattern missing interfaces. Player missing methods to manage observers or notify observers.

4. you are missing some key elements in the composite pattern and that's why your current design can't handle complex goal, consider adding different types of Complex Goal

**Coupling & Cohesion 8/10**

1. some of the methods in tick should be handled differently. for example, tick itemUsedId has bulky type checking and that is a design smell.

2. Your collision method in various files have very high coupling. Whenever you make a change to your existing code, you will violate the open-closed principle. For example, moveIntoStaticEntity method in Dungeon.java, if we add more classes, then your approach will violate the open closed principle. Similarly, in Player.java, getPlayerWeapons() is also doing explicit type checking, which is not a good design

**Software Delivery 5.5/10**

This is general feedback, and your team had some issues regarding teamwork and contribution. I have spoken to some of you to address these issues. Please make sure you try your best to follow the plan and respect the contribution from your team members. You need to improve your team coordination and handle the ticket cycle collaboratively. For example, code review and ticket review should be documented on GitLab.

I have adjusted your mark based on your contribution, if you were scaled down, please contribute more to milestone 3 and be more active in your team.