## Meeting Minutes 5

Date of meeting: 5/7/2022

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| Attendance: | Ji Hoon (Andy), Ricky, Jessy, Aryan, Rohan |
| Next meeting: | Thursday (14/7/2022) |

1. Main Goals

* Handling exceptions

1. Discussion

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| Problem | * Out of bound index * Merging issues |
| Standup | * Jessy   + Needs to fix boulder bugs   + Player in battle 🡪 finished by Aryan   + Plans to handle exceptions * Andy   + Finished with basic functionality of potions   + Waiting on zombie movement   + wall and treasure should be done 🡨 tentative * Rohan   + Plans to finish everything besides goal by tomorrow * Aryan   + Finish most 🡪 few bugs in bribe   + Tests * Ricky   + Finished implementation for buildable and sword and tests   + Just need to test players dealing damage and tracking health |

1. Roundtable

* Create updated UML diagram
* Create testing plan
* Meeting on Saturday 16/7/22