**MEETING MINUTES**

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| **Subject** | COMP2511 | **Date** | 14/10/2021 |
| **Scribe** | Cyrus | **Start Time**  **End Time** | 10:00 AM |
| **Location** | Teams | | |
| **Attendees** | ALL | | |

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| **AGENDA** | | |
| **No** | **Topic** | **Highlights** |
| 1 | Project Brief | Going through the brief |
| 2 | UML Diagram | Drafting the UML diagram |
| 3 | Scheduling Meetings | Scheduling Meetings |
| 4 | Timeline Draft | Create draft timeline |

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| **NOTES** | |
| Project Brief | Questions:   * Are we able to use more than one pattern for specific functions/features? * What are enemies? * How much damage doe enemies deal   Assumptions:   * Enemies deal a damage we set   Moving:   * Check moves ?   Gamemodes: Strategy Pattern  Goals: Composite & Observer pattern |
| UML Diagram | In project repo |
| Scheduling Meetings | Monday 18th October 2021  Sunday Mornings (10am-12am ?)  Thursdays |
| Timeline Draft | [Timeline](https://unsw.sharepoint.com/:x:/s/COMP2511_21T3_H09A-H09A_AVOCADO/EU3c1IJtzTBItB7ylNAN1gkBOdo8fac-lHayDb0KdRCYzQ) |

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| **NEXT MEETING** | |
| **Date** | 18/10/2021 |
| **Topic** | UML & Other project matters |