**MEETING MINUTES**

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| **Subject** | COMP2511 | **Date** | 21/10/2021 |
| **Scribe** | Cyrus | **Start Time**  **End Time** | 10:00AM |
| **Location** | Teams | | |
| **Attendees** | ALL | | |

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| **AGENDA** | | |
| **No** | **Topic** | **Highlights** |
| 1 | Problems/Issues | Documenting issues |
| 2 | Updating UML | Updating goals, dungeon etc. |
| 3 | Team Member Availability | Discussing team member availability |
| 4 | Objectives | Week objectives |

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| **NOTES** | |
| Problems/Issues | Gamemode, Dungeon & Goals – JOSH   * List of Dungeon classes – a game that contains all the information (Done) * Goals have to update whether something has happened / Goal handling * Will need list of goals, entities, inventory * Game should be an observer? * Should contains methods to remove/add items   Static Entities – CYRUS   * Check move being implemented   Moving Entities – KELLY   * Inventory * Character   Items - SAMI |
| Updating UML |  |
| Team Member Availability | 21/10/2021 – 10:00-12:00pm  24/10/2021 – 10:00-12:00pm  27/10/2021 – 10:00-12:00pm  28/10/2021 – 9:00-12:00pm  29/10/2021 – 7:30-8:30pm  31/10/2021 – All Day |
| Objectives | Refer to timeline |

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| **ACTIONABLES** | | | |
| **No** | **Item** | **Person in Charge (PIC)** | **Target Date** |
| 1 | Add tasks into timeline | ALL | 24/10/2021 |

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| **NEXT MEETING** | |
| **Date** | 24/10/2021 – 10:00AM |
| **Topic** | Discussing Dungeon, Moving entities, and Static Entities |