**MEETING MINUTES**

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| **Subject** | COMP2511 | **Date** | 29/10/2021 |
| **Scribe** | Cyrus | **Start Time**  **End Time** | 3:00PM - 7:30PM  & 10:00PM – X |
| **Location** | Teams | | |
| **Attendees** | ALL | | |

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| **AGENDA** | | |
| **No** | **Topic** | **Highlights** |
| 1 | Merging | - |
| 2 | UML Diagram | - |
| 3 | What’s Left | - |
| 4 | Actionables | - |
| 5 |  |  |

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| **NOTES** | |
| Merging | See Commit History   1. Merging Update\_Position to Moving\_Entities 2. Merging Moving\_Entities to Entities 3. Merging Static\_Entities to Entities 4. Merging Dungeon to Milestone2 5. Merging Entities to Milestone2   Merging conflicts and aligning constructors, functions, and ensuring code works well together |
| UML Diagram | See Teams Documentation |
| What’s Left | Implement Gamemode for Fighting  Dungeon Tick  Dungeon Interact  Dungeon Build  Javadocs  Fixing Tests or generating new tests  Checking coverage  Refactoring  UML  Gantt Chart  Also, Implement Buildables response  Assumptions |
| Actionables | Discussed in meeting |
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| **ACTIONABLES** | | | |
| **No** | **Item** | **Person in Charge (PIC)** | **Target Date** |
| 1 | Discussed in meeting |  |  |
| 2 |  |  |  |
| 3 |  |  |  |
| 4 |  |  |  |

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| **NEXT MEETING** | |
| **Date** | 31/10/2021 |
| **Topic** | Making sure it works |