**MEETING MINUTES**

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| **Subject** | COMP2511 | **Date** | 04/11/2021 |
| **Scribe** | Cyrus | **Start Time**  **End Time** | 10:00 AM |
| **Location** | Teams | | |
| **Attendees** | ALL | | |

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| **AGENDA** | | |
| **No** | **Topic** | **Highlights** |
| 1 | Dungeon testing | Going through the front end and making sure it works |
| 2 | UML revision | Cardinality between item and inventory |
| 3 | Milestone 2 & 3 | Milestone 2 bug fixes:   * Spider Spawning * Mercenary positioning * Potions * Goals updating for boulders * UML cardinality * Enemy battles, ordering of goals and entities updating * Doors 1 and Doors 2 and keys |
| 4 | Actionables | New Milestone 3 content:   * Bosses:   + Assassins – Kelly     - Loading in mercenaries (random spawn assassins) - Josh & Sami   + Hydra - Kelly * Swamp tile - Cyrus * Djikstra – Cyrus * Sun stone – Kelly * Anduril, flame of west – Kelly * Sceptre – Kelly * Armour – Kelly * Extensions – Josh & Sami * Fixing up front end + old milestone 2 problems – Josh & Sami |

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| **ACTIONABLES** | | | |
| **No** | **Item** | **Person in Charge (PIC)** | **Target Date** |
| 1 | As above |  |  |
| 2 |  |  |  |
| 3 |  |  |  |
| 4 |  |  |  |

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| **NEXT MEETING** | |
| **Date** |  |
| **Topic** |  |