**MEETING MINUTES**

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| **Subject** | COMP2511 | **Date** | 10/11/2021 |
| **Scribe** | Cyrus | **Start Time**  **End Time** | 8:30-10 |
| **Location** | Teams | | |
| **Attendees** | ALL | | |

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| **AGENDA** | | |
| **No** | **Topic** | **Highlights** |
| 1 | Debugging | - |
| 2 | Assumption | - |
| 3 | Todo | - |

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| **NOTES** | |
| Debugging | * Maps can be loaded in without map * Fighting |
| Assumption | Enemies move before players, and players cannot kill enemies if enemy moves onto player if player moves onto another square.  Ordering   1. Moving Entities 2. Player 3. Static Entities |
| Todo | 1. Frontend 2. Teamwork Logistics 3. Debugging 4. Extension |

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| **ACTIONABLES** | | | |
| **No** | **Item** | **Person in Charge (PIC)** | **Target Date** |
| 1 | Frontend, Swamp | Cyrus | 12/11/2021 |
| 2 | Teamwork Logistics | Kelly | 12/11/2021 |
| 3 | Debugging | Sami | 12/11/2021 |
| 4 | Extension | Josh | 12/11/2021 |

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| **NEXT MEETING** | |
| **Date** | 12/11/2021 – 8:30pm |
| **Topic** | Merging |