**MEETING MINUTES**

|  |  |  |  |
| --- | --- | --- | --- |
| **Subject** | COMP2511 | **Date** | 13/11/2021 |
| **Scribe** | Kelly | **Start Time**  **End Time** | 2PM-4PM |
| **Location** | Teams | | |
| **Attendees** | All | | |

\*\*See all full meeting minutes and timestamps in TEAMS

|  |  |  |
| --- | --- | --- |
| **AGENDA** | | |
| **No** | **Topic** | **Highlights** |
| 1 | Updates | * Josh – completed Prim’s extension * Kelly – UML completed, front end testing done (see below for bug fixes) * Sami – all bug fixing from Milestone 2 and new dungeon changes completed * Cyrus – front end updates and Dijkstra’s functionality completed |
| 2 | Bugs to fix | * Hydra and spider spawning * Missing pictures in front end:   + Enemies goal   + Zombie   + Zombie Toast Spawner   + Sceptre   + Midnight Armour |
| 3 | Refactoring | * Removed all redundant comments from tests * Split files into folders * Split tests into smaller files * Removed redundant imports * Updated UML |
| 4 |  |  |
| 5 |  |  |

|  |  |
| --- | --- |
| **NOTES** | |
|  | Completed final merge to master |
|  |  |
|  |  |
|  |  |
|  |  |

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

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