

Week 7 Meeting Minutes

Date: 15/07/2021

Time: 19:00 - 19:30

Attendees: Kiet, Anderson, Sandra

Agenda Items:

- Discussed areas of project left to do and distributed workload
 - ◆ Anderson -> Game difficulty, shop, testing
 - ◆ Kiet -> Battles, testing, UML
 - ◆ Sandra -> Game goals, testing, UML

- Planning how classes interact with each other and set up of classes, especially for battle