**12/11 Meeting Minutes**

| **Present** | **Away** |
| --- | --- |
| * Ollie * Jayden * Alex * Henry |  |

**Content**

* Alex implemented functionality for sunstone and sceptre
* Henry fixed portal teleportation and bomb detonating next to already activated switch
* Henry started implementing dijkstra alg for merc
* Ollie added bosses and fixed mob bugs

**Actionables**

* Henry: pathfinding
* Jayden: battle
* Alex: midnight armour
* Ollie: bosses

**To do:**

* **Fix errors from milestone 2**
* **Bosses**
* **Pathfinding + swamp tiles**
* **Anduril**
* **Midnight armour**
* Uml
* Timeline
* 4 patterns
* Assumptions
* Coverage + testing
* Taskboard
* Minutes