**23/10 Meeting Minutes**

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

**Content**

* Discussed what patterns to use
* Played around with the reference implementation
* Strategy for the gamemodes
* Observer for the player
* Composite for the goals

**Actionables**

* Going to do the labs so we are more familiar with the design patterns