**28/10 Meeting Minutes**

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

**Content**

* Reorganised the branches, had to deal with merge conflicts
* implemented loading correct colours for portals
* Henry Implemented portal player teleportation and boulder movement
* Henry fixed zombie spawner
* Henry changed entity at position to return all entities rather than just first entity at point
* Ollie wrote tests for movingEntities

**Actionables**

* Battle
* testing/coverage
* Simulate
* saving/loading
* Game mode
* Update UML
* Assumptions
* Design patterns
* Taskboard