**29/10 Meeting Minutes**

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

**Content**

* Alex wrote tests for bomb, boulder, buildable, door, portal and player movement
* Henry added saving entities, fixed floor switch and made door and key unique to each other
* Jayden finished functionality of bomb
* Ollie fixed movingEntities bugs and added bfs for Mercenary

**Actionables**

* Battle
* testing/coverage
* Simulate
* saving/loading
* Game mode
* Update UML
* Assumptions
* Design patterns
  + State pattern for player potions
  + Observer pattern for mobs & players
  + Composite pattern for goals?
* Taskboard
* Style
* Unit, system-level, integration testing
* Goals
* persistence