**30/10 Meeting Minutes**

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

**Content**

* Alex wrote some tests, added javadoc and started implementing goals using composite pattern
* Henry finished persistence, save and load along fixed some bugs

**Actionables**

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