**31/10 Meeting Minutes**

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

**Content**

* Henry finished interact and bug fixing
* Alex finished goals and wrote some tests
* Looked at coverage
* Ollie finished observer pattern and effects of mobs when player drinks different potions

**Actionables**

* testing/coverage
* Update UML
* Assumptions
* Design patterns
  + State pattern for player potions
  + Observer pattern for mobs & players
  + Strategy pattern for game modes
  + Composite pattern for goals?
  + Factory pattern for entities
* Taskboard
* Unit, system-level, integration testing
* timeline