**COMP2511-Celery Meeting Minutes**

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| **Meeting Date:** | 27.10.21 | **Meeting Time:** | 12:00-14:00 |
| **Room:** | MS Teams | **Minutes taken by:** | Jay |
| **Meeting Attended by:** | Vanessa Wang, Wen Zou, Sikui Tang (Oliver), Kaijie Zhou (Jay) | | |
| **Apologies:** |  | | |
| **Next Meeting Date:** | 29.10.21 | **Room:** | MS Teams |

Agenda

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| Item | Agenda Item | Discussion |
| 1 | Update progress | * Mostly finished. * Still need discussion and implementation: * Battle * Interact * SaveGame * Portal transfer * Gamemode * Fixed mistakes |
| 2 | Other details | * Battle progress * UML finished for Thursday to ask tutor about patterns * New game, load game and save game |
| 3 | Assumption | * Mercenaries detect battle * Boulder can be pushed onto * Battle finishes in one tick * Durability would reduce in all situations * Mercenary uses portal * Etc. |

TO-DO

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| Who | Action | Due Date |
| Everyone | Finish writing initial tests and implementations for all files. | 29.10.21 |
| Everyone | Next meeting to update progress and figure out difficulties.  Set up the latest UML diagram | 29.10.21 |