**COMP2511-Celery Meeting Minutes**

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| **Meeting Date:** | 29.10.21 | **Meeting Time:** | 14:00-16:00 |
| **Room:** | MS Teams | **Minutes taken by:** | Jay |
| **Meeting Attended by:** | Vanessa Wang, Wen Zou, Sikui Tang (Oliver), Kaijie Zhou (Jay) | | |
| **Apologies:** |  | | |
| **Next Meeting Date:** | 31.10.21 | **Room:** | MS Teams |

Agenda

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| Item | Agenda Item | Discussion |
| 1 | Update progress | * Mostly finished. * Begin debug * Fixed: * Cannot save game * Spider spawn randomly * Battle not ending (Still no) * Interact endless * Mercenary movement * GameMode name |
| 2 | Other details | * Start to merge finished implementations into master and start to add tests |
| 3 | Assumption | * Add on each one’s own onto Google doc |

TO-DO

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| Who | Action | Due Date |
| Everyone | Add more test and satisfy coverage | 31.10.21 |
| Everyone | Next meeting to make UML and planning.  Final debug and modification | 31.10.21 |