# MEETING REPORT

Team Name: Undecided

Date of Meeting: 13/05/2025 (Meeting postponed from original date 06/05/2025)

Meeting Start Time: 13:00

Meeting End Time: 14:30

Location: Epoka University Cafeteria

## Attendance

Moderator: Ema Kuka

Recorder: Evina Tërshalla

Members Present:

* - Entea Bakiasi
* - Mikael Xhangolli
* - Martin Vila
* - Ersi Majkaj
* - Klea Koxha

Members Absent: None

## Agenda and Topics Discussed

**Introduction to Design Patterns**  
The team reviewed the concept of design patterns in software engineering. Key categories—creational, structural, and behavioral patterns—were introduced and their typical use cases discussed.

**Analysis of Common Patterns**  
Patterns such as Command, Abstract Factory, Observer, Template Method, and Mediator were explored in greater detail. The team evaluated the scenarios where each pattern would be appropriate and potential benefits or drawbacks of their application.

**Applicability to Current Project**  
The relevance of design patterns to our current software modeling project was discussed. Emphasis was placed on applying patterns to improve modularity, maintainability, and scalability of the system architecture.

## Task Assignments

* **Observer Pattern:** Handled by Mikael and Martin. Martin implemented the necessary modifications in the class diagram, while Mikael provided the description and rationale for the design.
* **Mediator Pattern:** Managed by Entea and Martin. Martin applied the changes, while Entea described the application of the Mediator pattern.
* **Abstract Factory Pattern:** Taken on by Ema and Evina as their second responsibility. Evina handled the implementation while Ema detailed the design.
* **Template Method Pattern:** Covered by Ersi and Klea. Klea implemented the changes, and Ersi provided the design explanation.

Next Meeting: 20/05/2025, Epoka Cafeteria