

Meeting Date: 4/9/21

Notes:

- Went over wiki + new features + tests for new features + refactoring
- Add invisibility test that uses sonar pulse so we can see if we can see the ships
- Work on new features (instead of extending invisibility + disable weapon)
- Decide whether we want to work on GUI or focus on refactoring/ implementing more design patterns
- If we decide to focus more on refactoring and design patterns, we should have some way of displaying a menu
- We need to decide what new features we want and what we want to focus on for the next Milestone