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Date	Details of Meeting
15/10/2021 12PM - 2PM	Begin UML diagram
17/10/2021 10AM - 11AM	Finalising initial UML diagram, and begin planning of implementation. Tasks assigned to finish off Milestone 1 + Walten assigned to creating skeleton structure from UML.
22/10/2021 11AM - 1PM	<p>Assigning tasks for implementation and begin working to achieve Milestone 2.</p> <p>Updating UML to fit with Milestone 2 requirements.</p> <p>Bill was absent for the meeting(needs to upload assumptions to repo.</p> <p>Assigned tasks for Milestone 2:</p> <ul style="list-style-type: none">- William: Items- Walten: Enemies- Steven: StaticEntities- Edward: Observers- Bill: Files/Games <p><i>Addendum: Bill contacted the group after the meeting to acknowledge the task given to him. Assumptions changed to everyone's responsibility, since it would be more reliable if everyone came up with them as implementation took place.</i></p>
29/10/2021: 12PM	<p>Confirming progress of Milestone 2 work. Items have been completed and staticEntites close to finish. The rest are still working on testing. Merging Items branches along with added features to make implementation easier for other members.</p> <p>Prepare to finish all parts for the final meeting before the due date on Sunday.</p>
31/10/2021: 1:15PM	<ul style="list-style-type: none">- All members present for meeting- Discussed how to finish up all remaining tasks(goal handling, tick, bombs, JSON file handling)- Merging all branches into master.

1/11/2021: 10:30AM

- Finish implementing tick + interact +testing(Everyone)