

## Agenda - 1: Weekly Meeting Date

### Division of Labor for This Week:

Assignment 1	Brainstorm	Draft	Elaboration	Revision	Final
A. Research of phase 1 requirements	Team	Team	Team	Team	Team
B. Determination of use cases	Team	Uğur	Team	Uğur	Team
C. Use case diagram	Team	Uğur	Team	Uğur	Team
D. Use case narratives	Team	Doruk	Team	Doruk	Team

### Plan for Next Week:

We are planning to work on **domain modeling, system sequence diagrams, and operation contracts** next week.

We will have a draft of **domain classes and system sequence diagrams**.

We will finish **finalizing the use case narratives and completing operation contracts**.

### Division of Labor for Next Week:

Assignment 2	Brainstorm	Draft	Elaboration	Revision	Final
A. Domain model	Team	Tolga	Team	Tolga	Team
B. System sequence diagrams	Team	Faruk	Team	Faruk	Team
C. Operation contracts	Team	Tolga	Team	Tolga	Team
D. Other artifacts	Team	Yıldız	Team	Yıldız	Team

\*: Will be finalized after the Brainstorm phase and the topics are covered in class

### Assessment of Success:

We were planning to complete **the research of Phase 1 requirements, determination of use cases, and use case diagrams**.

We accomplished **final drafts of use cases and diagrams** for the previous week.

A few topics missing/needing clarification are **details in operation contracts and domain class relationships**.

There are parts left to update such as **specific non-functional requirements** and **glossary terms**.

**Open Issues & Questions:**

1. What are the specific rules for defining the interaction between monsters and enchantments?
2. Are there any limitations on the sequence of use case narrative development?
3. How can we ensure compliance with the non-functional requirements outlined in the project?
4. Should the domain model include visual relationships between monsters and enchantments?
5. Are there additional guidelines for handling edge cases in system sequence diagrams?
6. How should we document any assumptions made during the modeling process for future revisions?
7. Is there a preferred format for supplementary specifications, such as the glossary or vision document?
8. Should the glossary include technical terms specific to the gameplay logic, like "rune teleportation"?
9. Uncertainties about the use case diagram template