

2511 Avocado Gantt Chart

Milestone 1: Domain Modelling

- Design and UML Diagram (no attribu...
- Write out initial Assumptions
- Create Project Timeline for Milestone...
- Milestone 1 Completion

Milestone 2: Building an MVP

- Project Check In

Design and UML Diagram

- Add Assumptions

Complete UML diagram with at...

- Dungeon, Goals, MoveBehaviour ...
- StaticEntity, BuildableEntity and...
- Equippability and Collectability
- Design, Observer and State patte...
- Player, Mercenary and Potions
- Update UML while testing and im...
- Reorganise UML once updated for...

Testing and Coverage

- Write tests for Dungeon, Goals and...
- Write tests for StaticEntity, Buildab...
- Write tests for Equippability and Co...
- Write tests for Player, Mercenary a...

Coding

- Implement Dungeon, Goals, Move...
- Implement StaticEntity, BuildableE...
- Implement Equippability and Collec...
- Implement Player, Mercenary and ...
- Implement DungeonResponse and...
- Test whole project and debug
- Ensure all project management doc...
- Milestone 1 + 2 Due
- Milestone 1 + 2 Demonstration

Milestone 3: Evolution of Require...

Milestone 2 Completion

- Write more/improved tests for Mile...
- Complete Milestone 2 Implementat...

Design and UML Diagram

- Update Assumptions doc
- Update UML Diagram

Testing and Coverage

- Write tests for Sceptre and Midnigh...
- Write tests for Sun Stone and Andu...
- Write tests for Hydra and Assassin
- Write tests for Pathfinding
- Write tests for Dungeon Maze Gen...
- Write tests for Logic Switches



