Team Avocado Project Plan
Key
Austin Chen   - A
Enoch Kavur   - E
Hoy Wang   - H
Lachlan Kerr   - L
William Wong - W

Note: All assignments of duties are covered in meetings, also check the issue board in gitlab for more specific assumptions. However, since issues cannot be assigned more than one person, the issue may not fully reflect how many people

"*" - means was modified after meeting due note taker forgetting to add it.

Week	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
05					Lab Meeting 1 12:10 - 13:35 Attendees (A, E, H, L, W)		
06			Lab Meeting 2 14:00-15:30 Attendees(A, E, H, L, W)		Lab Meeting 3 14:00-15:30 Attendees(A, E, H, L, W)		
07		Lab Meeting 4 14:00-13:25 Attendees(A, E, H, L, W)			Lab Meeting 5 12:05-13:55 Attendees(A, E, H, L, W)		Last Sprint Session 1 14:00-
08	Milestone 1+2 due ~~10:00~~ 15:00	Lab Meeting 14:00			Lab Meeting 12:00		

09		Lab Meeting 14:00			Lab Meeting 12:00		Lab Meeting ??:?? TBD

Lab Meeting 1

2021/10/15 12:10 pm to 1:35 pm (85 mins)
Attendees: <mark>Austin</mark>, <mark>Enoch</mark>, <mark>Hoy</mark>, <mark>Lachlan</mark>, <mark>William</mark>
Location: Online (Teams)

What we did.
- Created Project Planning documents.
- Setup documentation and standup channel for discord.
- Setup and added some issues and requirements to the kanban board.

What we discussed.
- The use of doing stand ups such that we know who is working on what.
- If we run into troubles working solo, ask help from another person in the group to code together. If it is still too difficult, then the whole team should work on that task/problem.
- Why using task boards and creating issues is important, especially for a larger team like us.
- Discussed how to use the task board and kanban, creating labels and issues associated with that label.
- ***** Decided not to do user stories and proper requirement specs due to the added complexity and tedious work for documenting that, instead just have issues.

What we planned.
- Use kanban and plan to write most issues for the entities and uml.
- Meeting next Wednesday 2021/10/20 2:00 pm on discord.
- Then after next week, meeting every Tuesday at 2:00 pm on discord.

What we assigned.
- <mark>Lachlan to write issues for static entities.</mark>
- <mark>Enoch to write issues for uml and in-game goals.</mark>

Lab Meeting 2

2021/10/20 2:00 pm to 3:30 pm (90 minutes)
Attendees: Austin, Enoch, Hoy, Lachlan, William
Location: Online (Discord)

What we did.
- Started working on our UML and decided to use 4 design patterns.
- Setup a assumptions channel for us to write all our assumptions, so that we can just compiled them all into an assumption.md at the end of the milestone.

What we discussed.
- Separating the game model from the controller.
- Using strategy patterns for difficulty instead of enum.
- Using composition patterns for goals and using factories to create them.
- Using observer patterns for entities and the grid.
- Battles are implemented by the player and mercenaries will apply a damage increase when fighting battles.
- Using potions and if we should use a state pattern or just have a list of effects.

What we planned.
- To have most of the vital uml classes finished and work on finalising it next meeting.

What we assigned.
- William to finish writing the uml for moving, collectable, static, buildable, entities, health, spawn, damage, moving interfaces.
- Lachlan to work on the difficulty classes.
- Enoch to finish the goal and composition function.
- Austin to work on player and inventory.
- Hoy to work on the dungeon grid.

Lab Meeting 3

2021/10/22 2:00 pm to 4:10 pm (130 mins)
Attendees: Austin, Enoch, Hoy, Lachlan, William
Location: Online (Discord)

What we did.
- Created a live session on VSC, and finished coding up the skeleton code for the uml.
- Setup packages and file structures.

What we discussed.
- Using file structures and subpackages to categorise classes, be organised, and not overload packages with too many classes.
- Writing issues for the tasks we are going to do.
- Using enum for status effects.
- How the grid should be structured.
- Should we write tests before coding, does it make sense to do that in every case? Cannot test entities without the grid being finished.

What we planned.
- Finished the actual code for entities.

What we assigned.
- Lachlan to work on coding static entities, and do some testing of modes.
- William to work on enemy entities.
- Enoch to work coding up goals with some tests and documentations, also work on DungeonResponse.
- Austin and Hoy to work on player, inventory, and collectable entities.

Lab Meeting 4

2021/10/26 2:00 pm to 3:25 pm (85 mins)
Attendees: ==Austin==, ==Enoch==, ==Hoy==, ==Lachlan==, ==William==
Location: Online (Discord)

What we did.
- Fixed random movement for zombies.
- Added GameToJSON interface for saving games.

What we discussed.
- How battles should occur and movement of the enemy.
- How we go about testing, should focus on testing the packages first instead of the whole game.
- How we should save the game and use JSON.
- How spiders and mercenaries work.
- What information needs to be encapsulated in entities for response.

What we planned.
- Finish off the actual code entities by Friday, then move onto testing.
- Start and finish dungeon maker by Friday.

What we assigned.
- ==Lachlan and William will work on spawner, as well as, continuing to finish their part.==
- ==Enoch to work on the dungeon maker and implement controller functions.==
- ==Hoy and Austin to continue working on player and collectables.==

Lab Meeting 5

2021/10/26 12:05 pm to 1:55 pm (110 mins)
Attendees: Austin, Enoch, Hoy, Lachlan, William
Location: Online (Teams)

What we did.
- Fixed bugs with moving boulders into walls.
- Fixed bug with creation of portals and having no goal specified in json.
- Fixed moving out of bounds bug.
- Tested that maze and boulder worked.
- Front will randomly go to black screen sometimes, also happens with the tutor's version, so concluded as a frontend issue.
- Had a check in with our mentor and was given feedback on our uml and current implementation.
- Implemented portals.

What we discussed.
- How an entity factory should store current mode to create enemies.
- Assumed that players and entities cannot enter outside the grid dimension.
- How mercenary will specifically work and assumptions made.

What we planned.
- Should have a meeting on Sunday for when the meeting is due.
- Have 85%+ testing overall. Should aim for 95%+ test coverage for all current entities.
- Fill in assumptions with assumptions made in our assumption channel in discord. To do in the next meeting.
- Need to save uml into design.pdf and push it to gitlab repo.

What we assigned.
- Austin and Hoy finish off their current work and then move on to testing collectables and players.
- Hoy will work on method interact player method and bomb specifically.
- Will to finish enemies and move onto testing enemies.
- Lachlan to finish ZombieToastSpawner and move onto testing statistics.
- Enoch to finish EntityFactory and move onto testing goals and help others with testing.

Last Sprint Session 1

2021/10/29 2:00 pm to 6:00 pm (240 mins)
Attendees: Austin, Enoch, Hoy, Lachlan, William
Location: Online (Discord)

What we did.
- To fix the tests. Bug with getting recipes.
- Got tests to 66% coverage.
- Fixed a lot of bugs.
- Did player tests.

What we discussed.

What we planned.
- Fix mercenary movement for milestone 3.

What we assigned.

Lab Meeting 6

2021/11/02 2:00 pm to ??:?? pm (?? mins)
Attendees: Austin, Enoch, Hoy, Lachlan, William
Location: Online (Discord)

What we did.
What we discussed.
What we planned.
What we assigned.