Team: [D]aniel, [J]ustin, [K]elvin, [M]aggie, [A]ll

Milestone	Member	Week 4	Week 5	Week 6	Week 7	Week 8
		Meeting / Meeting	Meeting / Meeting	Meeting / Meeting	Meeting / Meeting	Meeting / Meeting
Milestone 1	A	Timeline	Timeline			
	A	Epic & User Stories				
	K M		Acceptance Criteria			
	K M		Story Points			
	K M		Priorities			
	A	Assumptions File	Assumptions File	Assumptions File		
	D		Domain Model/ UML			
	J		Low-fidelity UI Design			
Milestone 2	A			Domain Model Adjustment		
	A			Interface Design [return values etc]		
	A			**Backend MVP**		
	J			World		
	D			Buildings [Castle, Spawners]		
	J M			Items [sword, armour, gold]		
	M			Shop		
	K			Refactor Slug		
	K			Enemy: Zombie & Vampire		
	M			Battle [1v1]		
	J			Allies		
	A				**Frontend MVP**	
	D				Main Menu	
	K				World	
	J K				Game UI	
	M				Shop	
	D M				Battle	
	A				**Backend features programming & testing**	**Backend features programming & testing**
					Battle [multiple enemies & allies]	Battle [multiple enemies & allies]
	D K				Items [weapons, armour, potions, etc...]	Items [weapons, armour, potions, etc...]
	K M				Buildings [Village, towers, etc...]	Buildings [Village, towers, etc...]
	M				Shops [update with items]	Shops [update with items]
	J M				Enemies [abilities]	Enemies [abilities]
	A					**Frontend features programming & testing**
	A					Polish & User Experience improvements

Assignee	Week 8				Week 9				
	Meeting		Meeting		Meeting		Meeting		Meeting	Meeting

Milestone 3 Key Tasks

Assignee	Task
A	Timeline
A	User Stories
D	Confusing Mode
M	Confusing Items
K, D	Doggie
K, D	Elan Muske
K	Boss Goals
A	Assumptions ... Assumptions

Backend Extras

Assignee	Task
J	More Allies
D, K, M	Extra Monsters
A	Extra Bosses
M	Item Tiers
M	Bonus Status Effects

Frontend Extras

Assignee	Task
A	Campaign ... Campaign
J	Music ... Music
D, K	Battle Screen
D, K, M	World Builder

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