🔲 COMM2020 - TheSpecialCharacters 👥 ...

🔍 Search timeline   KK EA HT LP WF 🧑 +2   Epic ⌄   Label ⌄   Status category ⌄

Work	ary	February	March	April	May
☐ ⚡ COMM2020-7 Sprint 1					
☐ ⚡ COMM2020-36 JSON schema					
☐ › ⚡ ~~COMM2020-88~~ Authentication an... **DONE**					
☐ › ⚡ ~~COMM2020-89~~ Settings (Java) **DONE**					
☐ › ⚡ ~~COMM2020-90~~ Game Mechanics ... **DONE**					
☐ › ⚡ ~~COMM2020-91~~ Gameplay loop (Ja... **DONE**					
☐ › ⚡ COMM2020-92 User Interface					
☐ › ⚡ ~~COMM2020-93~~ Telemetry Events(... **DONE**					
☐ › ⚡ ~~COMM2020-94~~ Telemetry Events(... **DONE**					
☐ › ⚡ ~~COMM2020-95~~ Dashboard views **DONE**					
☐ › ⚡ ~~COMM2020-96~~ Testing **DONE**					
☐ › ⚡ COMM2020-97 Deployment and Operati...					
＋ Create Epic					

Today   Weeks   **Months**   Quarters   ⓘ   ›

COMM2020 - TheSpecialCharacters
In Progress

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TO DO 6

Create design architecture explaination in report
☑ COMM2020-22   TC

Risk analysis in report
☑ COMM2020-25

Project plan in report
☑ COMM2020-26

SBOM in report
☑ COMM2020-27   EA

Create presentation
☑ COMM2020-34   HT

Dynamic refreshing of telemetry for new events
☑ COMM2020-35

\+ Create

IN PROGRESS 6

Create Jira Scrum Board   •••
☑ COMM2020-11

Create requirements section for report
☑ COMM2020-21   TC

Legal and ethical considerations for the project
☑ COMM2020-23   WF

Create java app test suite
TESTING
☑ COMM2020-31   LP

Java app text based user interface
USER INTERFACE
☑ COMM2020-32

Export telemetry data to csv
feature
☑ COMM2020-86   EA

\+ Create

DONE 56 ✓

Create Functional Requirements
☑ COMM2020-8   ✓ TC

Create Nonfunctional Requirements
☑ COMM2020-9   ✓ TC

Create Interface Documentation and Specification
☑ COMM2020-10   ✓ TC

Json parsing for python
TELEMETRY EVENTS(PYTHON)
📅 Jan 17, 2026
☑ COMM2020-12   ✓ HT

Telemetry singleton for java
TELEMETRY EVENTS(JAVA)
📅 Feb 6, 2026
☑ COMM2020-13   ✓ HT

funnel view in telemetry
DASHBOARD VIEWS
☑ COMM2020-14   ✓ HT

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Group

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IN PROGRESS 6

DONE 56 ✓

difficulty spikes in telemetry

`DASHBOARD VIEWS`

☑ ~~COMM2020-15~~ ✓ HT

health per stage in telemetry

`DASHBOARD VIEWS`

☑ ~~COMM2020-16~~ ✓ HT

coins gained per stage in telemetry

`DASHBOARD VIEWS`

☑ ~~COMM2020-17~~ ✓ HT

pydoc for python telemetry

`TELEMETRY EVENTS(PYTHON)`

☑ ~~COMM2020-18~~ ✓

Interface for test suite of Java backend

`TESTING`

☑ ~~COMM2020-19~~ ✓ LP

Frameworks for Sprint 1 test suite of Java backend

`TESTING`

☑ ~~COMM2020-20~~ ✓ LP

Frameworks and javadoc for all source code files in Java

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TO DO 6

IN PROGRESS 6

DONE 56 ✓

Frameworks and javadoc for all source code files in Java backend

☑ ~~COMM2020-24~~   ✓ LP

Implementation of Player class in Java

`GAME MECHANICS (JAVA)`

☑ ~~COMM2020-28~~   ✓ TC

Determine project license

☑ ~~COMM2020-29~~   ✓ 👤

Implementation of GameRun class in Java

`GAMEPLAY LOOP (JAVA)`

☑ ~~COMM2020-30~~   ✓ LP

Implementation of Sprint 1 test suite of Java backend ✎

`GAME MECHANICS (JAVA)`

☑ ~~COMM2020-33~~   ✓ LP

docstrings for python telemetry sprint 1

`TELEMETRY EVENTS(PYTHON)`

☑ ~~COMM2020-37~~   ✓ HT

Write Problem Framing section

🎏 COMM2020 - TheSpecialCharacters

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IN PROGRESS 6

DONE 56 ✓

Write Problem Framing section of report
☑ COMM2020-38   ✓ LP

Write Testing section of report
TESTING
☑ COMM2020-39   ✓ LP

Create Deployment Guide
DEPLOYMENT AND OPERATIONS GUIDE
☑ COMM2020-40   ✓ LP

Start unit testing framework for telemetry app using pytest
TELEMETRY EVENTS(PYTHON)
Test_Development   Testing
☑ COMM2020-82   ✓ ⛓ EA

json schema required
documentation
☑ COMM2020-41   ✓ EA

Create requirements
documentation
☑ COMM2020-42   ✓ TC

Additional telemetry requirements

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TO DO 6

IN PROGRESS 6

DONE 56 ✓

Telemetry Parsing, Event representation

TELEMETRY EVENTS(PYTHON)

Testing

☑ ~~COMM2020-44~~   ✓ 🔗 EA

Suggestions for Telemetry Data

documentation

☑ ~~COMM2020-48~~   ✓ HT

Parse json

TELEMETRY EVENTS(PYTHON)

☑ ~~COMM2020-49~~   ✓ EA

Implement Concrete Enemies for sprint 1

GAME MECHANICS (JAVA)

Implementation

☑ ~~COMM2020-50~~   ✓ KK

Fix docstring formatting

documentation

☑ ~~COMM2020-51~~   ✓ EA

### More informative error handling on invalid json parse

TELEMETRY EVENTS(PYTHON)

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IN PROGRESS 6

DONE 56 ✓

Make saving the game a wont requirement

`bug` `documentation`

☑ COMM2020-53 ✓ LP

Interface Specification for Java App

USER INTERFACE

`documentation`

☑ COMM2020-54 ✓ 🧑

Create testing interface for backend of Java application using JUnit

`Test_Development` `Testing`

☑ COMM2020-55 ✓ LP

add difficulty to telemetry

TELEMETRY EVENTS(PYTHON)

`feature` `documentation`

☑ COMM2020-56 ✓ HT

Consider making all telemtetry OOP ✎

TELEMETRY EVENTS(PYTHON)

`Telemetry Events(Python)`

☑ COMM2020-57 ✓ HT

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Search board   KK EA HT 🐵 LP +2   Filter   Group ⌄

TO DO 6

IN PROGRESS 6

DONE 56 ✓

Create function for funnel stages
TELEMETRY EVENTS(PYTHON)

Design feature

Implementation

☑ COMM2020-58   ✓ ⊹ EA

Create function for getting difficulty spikes
GAMEPLAY LOOP (JAVA)

Design feature

Implementation

☑ COMM2020-60   ✓ ⊹ EA

Create a function to track player health throughout a playthrough ✎
GAMEPLAY LOOP (JAVA)

Design Implementation

☑ COMM2020-64   ✓ EA

Detect coins gained per stage
GAMEPLAY LOOP (JAVA)

feature Implementation

☑ COMM2020-65   ✓ EA

Implementing Encounters and Enemies
GAME MECHANICS (JAVA)

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
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Group ⌄

TO DO 6

IN PROGRESS 6

DONE 56 ✓

Create JSON specification for the storage of settings

`SETTINGS (JAVA)`

`Design` `feature`

☑ COMM2020-67 ✓ WF

Decide on strategy for dynamically refreshing data

`SETTINGS (JAVA)`

☑ COMM2020-68 ✓ EA

Create .java frameworks required for Sprint 1

`Implementation`

☑ COMM2020-69 ✓ LP

Implementation of GameRun and Player classes

`GAME MECHANICS (JAVA)`

`Implementation`

☑ COMM2020-70 ✓ LP

Testing Frameworks for Java backend (sprint 1 only)

☑ COMM2020-71 ✓ LP

Testing Implementation for Java backend (sprint 1 only)

☑ COMM2020-72 ✓ LP

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
Group

TO DO 6

IN PROGRESS 6

DONE 56 ✓

Create epics stories for the Project Management board

Design documentation

☑ COMM2020-73 ✓ KK

Changes to telemetry singleton

TELEMETRY EVENTS(PYTHON)

Improvement

☑ COMM2020-74 ✓ HT

Create sign-in logic for Telemetry app ✎ ...

AUTHENTICATION AND ACCESS CON...

Design feature

Implementation

☑ COMM2020-77 ✓ EA

Settings singleton for loading and storying player settings during gameplay

SETTINGS (JAVA)

Design feature

Implementation

☑ COMM2020-78 ✓ EA

Fix damage taking and dealing within Enemy classes

GAME MECHANICS (JAVA)

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
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IN PROGRESS 6

DONE 56 ✓

within Enemy classes

GAME MECHANICS (JAVA)

documentation

☑ ~~COMM2020-79~~   ✓ KK

Correct filepath for auth logger, use Path

AUTHENTICATION AND ACCESS CON...

☑ ~~COMM2020-80~~   ✓ HT

RBAC for Telemetry App ✏️   ⋯

AUTHENTICATION AND ACCESS CON...

feature

☑ ~~COMM2020-81~~   ✓ EA

Creating functions for getting the difficulty of a given session and for getting all sessions of a given difficulty

SETTINGS (JAVA)

Design   documentation

Implementation

☑ ~~COMM2020-87~~   ✓ EA

Bug fix for upgrade being purchasable more than once

bug

☑ ~~COMM2020-98~~   ✓ LP