



Summary Timeline Board Calendar List Forms Goals Development Code Archived work items Pages

Q Search timeline

KK EA HT LP WF +2

Epic

Label

Status category



| Work   | ary   | February   | March | April | May |
|--|---|--|-------|-------|-----|
| <input type="checkbox"/> ⚡ COMM2020-7 Sprint 1                                   |   |  |       |       |     |
| <input type="checkbox"/> ⚡ COMM2020-36 JSON schema                               |   |  |       |       |     |
| <input type="checkbox"/> > ⚡ COMM2020-88 Authentication an... <span>DONE</span>  | <div style="width: 100%; background-color: #00AEEF;"></div> | <div style="width: 25%; background-color: #00AEEF;"></div> |       |       |     |
| <input type="checkbox"/> > ⚡ COMM2020-89 Settings (Java) <span>DONE</span>       | <div style="width: 100%; background-color: #00AEEF;"></div> | <div style="width: 75%; background-color: #00AEEF;"></div> |       |       |     |
| <input type="checkbox"/> > ⚡ COMM2020-90 Game Mechanics ... <span>DONE</span>    | <div style="width: 100%; background-color: #00AEEF;"></div> | <div style="width: 75%; background-color: #00AEEF;"></div> |       |       |     |
| <input type="checkbox"/> > ⚡ COMM2020-91 Gameplay loop (Ja... <span>DONE</span>  | <div style="width: 100%; background-color: #00AEEF;"></div> | <div style="width: 75%; background-color: #00AEEF;"></div> |       |       |     |
| <input type="checkbox"/> > ⚡ COMM2020-92 User Interface                          | <div style="width: 100%; background-color: #00AEEF;"></div> | <div style="width: 25%; background-color: #BDBDBD;"></div> |       |       |     |
| <input type="checkbox"/> > ⚡ COMM2020-93 Telemetry Events... <span>DONE</span>   | <div style="width: 100%; background-color: #00AEEF;"></div> | <div style="width: 10%; background-color: #00AEEF;"></div> |       |       |     |
| <input type="checkbox"/> > ⚡ COMM2020-94 Telemetry Events... <span>DONE</span>   | <div style="width: 100%; background-color: #E63935;"></div> | <div style="width: 25%; background-color: #E63935;"></div> |       |       |     |
| <input type="checkbox"/> > ⚡ COMM2020-95 Dashboard views <span>DONE</span>       | <div style="width: 100%; background-color: #00AEEF;"></div> |  |       |       |     |
| <input type="checkbox"/> > ⚡ COMM2020-96 Testing <span>DONE</span>               | <div style="width: 100%; background-color: #00AEEF;"></div> | <div style="width: 75%; background-color: #00AEEF;"></div> |       |       |     |
| <input type="checkbox"/> > ⚡ COMM2020-97 Deployment and Operati... <span></span> | <div style="width: 100%; background-color: #00AEEF;"></div> | <div style="width: 25%; background-color: #800080;"></div> |       |       |     |
| + Create Epic  |   |  |       |       |     |

Today

Weeks

Months

Quarters



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Group



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TO DO 6

Create design architecture explanation in report

 COMM2020-22

Risk analysis in report

 COMM2020-25

Project plan in report

 COMM2020-26

SBOM in report

 COMM2020-27

Create presentation

 COMM2020-34

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

Legal and ethical considerations for the project

 COMM2020-23

Create java app test suite

**TESTING** COMM2020-31

Java app text based user interface

**USER INTERFACE** COMM2020-32

Export telemetry data to csv

**feature** COMM2020-86[+ Create](#)

DONE 56 ✓

Create Functional Requirements

 COMM2020-8

Create Nonfunctional Requirements

 COMM2020-9

Create Interface Documentation and Specification

 COMM2020-10

Json parsing for python

**TELEMETRY EVENTS(PYTHON)**

Jan 17, 2026

 COMM2020-12

Telemetry singleton for java

**TELEMETRY EVENTS(JAVA)**

Feb 6, 2026

 COMM2020-13

funnel view in telemetry

**DASHBOARD VIEWS** COMM2020-14

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KK EA HT LP +2

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Line chart

Bar chart

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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

✓

O

Interface for test suite of Java backend

TESTING

 COMM2020-19

✓

LP

Frameworks for Sprint 1 test suite of Java backend

TESTING

 COMM2020-20

✓

LP

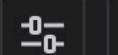
Frameworks and javadoc for all source code files in Java

Search board



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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 ✓ KK

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

Search board



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TO DO 6

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

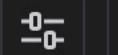
Additional telemetry requirements

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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)

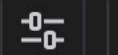


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TO DO 6

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 ✓ HT

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 telemetry OOP ↗

[TELEMETRY EVENTS\(PYTHON\)](#)

[Telemetry Events\(Python\)](#)

COMM2020-57 ✓ HT

Create function for funnel



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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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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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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 storing 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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Summary



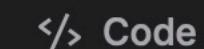
Board



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TO DO 6

IN PROGRESS 6

DONE 56 ✓

within Enemy classes

GAME MECHANICS (JAVA)

documentation

 COMM2020-79 ✓ KKCorrect filepath for auth  
logger, use Path

AUTHENTICATION AND ACCESS CON...

 COMM2020-80 ✓ HT

RBAC for Telemetry App

AUTHENTICATION AND ACCESS CON...

feature

 COMM2020-81 ✓ EACreating 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 ✓ EABug fix for upgrade being  
purchasable more than once

bug

 COMM2020-98 ✓ LP