

COMP-302 TERM PROJECT WEEK-1 AGENDA

Group Name: Brogrammers

Date: 21.10.2021

Issues solved:

- We created the private GitLab repository.
- We investigated, discussed and analyzed the game together.
- We did a brainstorming session, and did some preliminary research about similar games. We have found out that brick breaker is an original windows game. We had good background information about how to implement our game. Also, we had a good vision about how to proceed in the game.
- We started creating a use-case scenario in which the actor is the player together. We have written a happy case scenario, and also written the alternative scenarios.
- We started creating the domain model together. We have added 10 domain model classes.
- We prepared a list of questions that we will ask to our TA and instructor. We specified the questions we will be asking to our TA at the relevant part of this agenda.

Issues which are not solved:

- All the issues that we worked on in the 1st week were solved, but we planned to start and finish the SSD, design model, and operation contracts the following week.

Our plan for the next week:

- A plan for the next week, with specific actions and goals for each team member:

We will continue to work on the domain models, actors and use cases, system sequence diagrams. We will firstly create the design model and we will start writing the operation contracts. Since this is the first week, we want to ask more about the implementation, and then we will finish the objectives due 31'st.

Since this is the first week, we planned to do the SSD, object contracts and the remaining parts together. We are doing this to have a good grip and a good start at the project.

Each group member will review the related chapters from Larman's "Applying UML and Patterns" book, and review the related lecture slides in Blackboard.

- Issues you would like clarified by the TA and/or the instructor:

Our Questions About the Game:

1-) How can the warrior distinguish the Magical Abilities from each other? In the project description, it is not mentioned whether they look the same or different. We want to ask the stakeholders how they want it to be implemented.

2-) Can two of the same magical ability be used at the same time? For example; if the warrior uses the Noble Phantasm Expansion two times, will it get x4 bigger, or is there a limit for the expansion?

Our Questions About the Project Development:

1-) How can we improve our domain model? We think we have done almost all the work about the domain model.

2-) Is the scope of first use case we wrote too large? Should we be more specific like our second use case?