Marcus

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week4					Read specs, start basic UML		
Week5		Complete assigned user stories		Complete design interface (Low fidelity)	M1 Due Edited Lower Fidelity User Interface design, finalised submission	Everyone meet to do loopManiaWorld	Everyone meet to do loopManiaWorld, and add stubs for all classes
Week6		Finish creating junit tests for Buildings		Implement Spawn Strategy		Implement Placement Strategy	
Week7				Finish working on Buildings Class (return correct JSON object)		Finish working on frontend associated with Buildings	
Week8	M2 Due						
Week9		Research how to do music	Implement background music	Implemented Miscellaneous music	Work on UML		Clean up code
Week10							

Fiona

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week4					Read specs, start basic UML		
Week5		Complete assigned user stories	Added acceptance criteria	Assigning tasks as groups	Edited Lower Fidelity User Interface design, finalised submission, M1 Due	Everyone meet to do loopManiaWorld	Everyone meet to do loopManiaWorld, and add stubs for all classes
Week6	Write test for, and Create and complete interfaces for spawning and moving strategy of moving entities	Write test and code for battle between character and enemy(at the moment only slug)		Write test for, and Complete Zombie class and associated spawning and move strategy		Write test for, and complete Vampire class and associated spawning and move strategy	
Week7	Write test for, and complete allied soldiers class, and associated spawning an move strategy		Write test for, and make fight window to show fight between enemy and character		Work with Marcus to ensure that buildings can spawn enemies		Work with team to make sure code is cohesive as a whole
Week8	M2 Due			Get battle screen to work		Get shop sell frontend to work	
Week9		Implement new enemies		Implement extension jail building			Clean up code and ready to submit
Week10							

William

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week4					Read specs, start basic UML.	Added some epic stories.	Added more features to the UML.
Week5	/	Complete assigned user stories.	Added acceptance criteria.	Assigning tasks as groups.	Complete design interface as a group. M1 Due	Everyone meet to do loopManiaWorld.	Everyone meet to do loopManiaWorld.
Week6	Create Inventory class	Create tests for cards.	Create the card class.	Continue working on the card class.	Continue working on the card class.	Create the placement strategy for cards and buildings.	Continue working on the placement strategy.
Week7	Continue working on the placement strategy.	Change the variables to variable properties (integer to integer property).	Work on frontend. Construct the map and enemy entities on the frontend.	Continue working on the frontend.	Continue working on the frontend.	Continue working on the frontend.	Continue working on the frontend.
Week8	M2 Due	Add shop buy controller.	Continue working on the shop buy controller.	Continue working on the shop buy controller.	Continue working on the shop buy controller.	Add a new enemy class Ghost.	Continue working on the Ghost class.
Week9	Add tests for Ghost class.	Add tests for Ghost class.	Work on the front end.	Continue working on the front end.	Continue working on the front end.	Continue working on the front end.	Continue working on the front end.
Week10	Continue working on the front end.						

Tvisha

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week 4					Read specs, start basic UML		
Week5	/	Complete assigned user stories	Created Acceptance criteria for items and buildings. Added epics and user stories to git	Modified UML diagram and assigned tasks as group	Edited Lower Fidelity User Interface design, finalised submission, M1 Due	Everyone meet to do loopManiaWorld	Everyone meet to do loopManiaWorld, and add stubs for all classes
Week6	Create tests for Items Classes	Continue working on tests	Finish JUnit tests for Items Classes	Create Items classes and implement them	Continue working on Sword, Stake, Staff Classes	Continue working on Sword, Stake, Staff Classes	Finish implementing Sword, Stake, Staff Classes
Week7	Continue working on Helmet, Armour and Shield classes	Continue working on Helmet, Armour and Shield classes	Finish implementing Helmet, Armour and Shield classes	Continue working on Gold and Health potion classes	Continue working on Gold and Health potion classes	Finish implementing Gold and Health potion classes	Help Marcus with Frontend, Double check and clean code style
Week8	M2 Due			Implement doggie coin			Implement Andril
Week9		Implement Tree stump		Implement OneRing			Clean up code
Week10							

MILESTONE 3

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week 8				Talk about milestone 3	Work on finishing the sell part of the shop so dogecoin can be incorporated		Work on the bosses
Week 9		Work on the rare items and new item doggie		Work on music as an extension		Work on the game mode	
Week 10	MILESTONE 3 DUE						

Meeting Minutes

Date: 25th June

Attendees:
- Fiona
- Marcus
- Tvisha
- William

Tasks accomplished:

- Reading specs
- Created a new lucid chart and meeting minutes document
- Worked on creating basic user stories and epics together as a group
- Designed UML as a group

To do:

- Add user stories and epics to git
- Review UML diagram
- Add cards to UML

Meeting concluded, 2 hours long

Date: 29th June

Attendees:
- Fiona
- Marcus
- Tvisha
- William

Feedback from Harrison
1. Strategy pattern (Consider letting players have different attacking behaviour rather than having sword/club/stake items as classes)
2. Incorporate composite pattern into our design

Tasks accomplished:
- Edited UML
- Added acceptance criteria, priority, and story points
- Started adding user stories to git

- Added assumptions

To do:
- Finish adding stories to git
  - Fiona: epics 1 and 2
  - Tvisha: epics 3
  - Marcus: epic 5 and 6
  - William: epic 4

Meeting concluded, 2 hours long

Date: 1st July

Attendees:
- Fiona
- Marcus
- Tvisha
- William

Tasks accomplished
- Reconsidered structure of UML, by adding defending and attacking strategy pattern
- Combined building class and card class, since only card can spawn buildings
- Added multiplicity to UML
- Marcus started work on interface design

Date: 2nd July

2:00pm - 4:00pm
Attendees:

- Fiona
- Marcus
- Tvisha
- William

Task accomplished
- Added details to interface design, showing further user interaction
- Added epics related to shop, menu and winning game

Date: 4nd July

Attendees:
- Fiona
- Marcus
- Tvisha
- William

Tasks accomplished
- Discussed how the characters will 'loot' enemies
- Added health attribute to moving entities

Date: 8nd July (7:30pm to 8:30pm)

Attendees:
- Fiona
- Marcus
- Tvisha
- William

Task accomplished
- Discussed progress in last few days

- Discussed how to implement battle (reached agreement on using another screen for battle)
- Discussed pausing game
- Decided how to implement allied soldiers
- Discussed allocation of task

Date: 10th July (not really a proper meeting but just sat in Discord for the day)

Task accomplished
- Changed the structure of buildings to have a path, spawn, battle buildings array instead of the one buildings array.
- Worked on some of the buildings tests
- Fiona decided to create a battle class to make it easier to implement the front end of battle

Date: 14th July (not really a proper meeting but just sat in Discord for the day)

Task accomplished
- Most of the tests and backend implementation had been finished.
- A lot of time was spent putting everyones code together and making it work in conjunction with everything else

Date: 18nd July (7:30pm to 8:30pm)

Attendees:
- Fiona
- Marcus
- Tvisha
- William

Task accomplished
- Work on UML collectively
- Extra tests to improve coverage

- Fiona and Tvisha work on critical bite
- William try implement shop (frontend)
- Fix code for some failed tests

Date: 19nd July

Attendees:
- Fiona
- Marcus
- Tvisha
- William

Task accomplished
- Completed UML
- Submission of milestone 2

Date: 22nd July

Attendees:
- Fiona
- Marcus
- Tvisha
- William

Task accomplished
- Added user stories for new requirements
- Created new user stories on Git
- Assigned tasks to every group member
- Fiona - new bosses
- Tvisha - new items
- Marcus - game modes
- William - shop front end

Date: 27th July

Attendees:
- Fiona
- Marcus
- Tvisha
- William

Task accomplished
- Meeting during tutorial time
- Clarified extension questions (need to do some extensions besides music

Date: 29th July

Attendees:
- Fiona
- Marcus
- Tvisha
- William

Task accomplished
- Shop buy and shop sell frontend now working
- Everyone update on project
- Discussed extensions: music, jail building, ghost enemy

Date: 31th July

Attendees:
- Fiona
- Marcus
- Tvisha
- William

Task accomplished
- Music implemented for backend

Date: 1st August

Attendees:
- Fiona
- Marcus
- Tvisha
- William

Task accomplished
- Finish updating UML
- Finalising project
- Improved test coverage