

Milestone 1 Timeline

Meeting availabilities: Most days at night as we are all free right now due to lockdown.

Allocation: We decided that for a majority of the milestone 1 tasks, it would be good to have consistent input from all team members as we worked on them. As such, we didn't delegate single tasks to each member but rather had several team calls where we worked on each one collaboratively.

Task	Allocated	Break down	Priority	Deadline	Completed
Requirement analysis	Everyone	- Determine what is required from the spec - Identify the appropriate epic stories - Breakdown the epic stories into several user stories - Allocate priorities and user points - Create an acceptance criteria	Second	1/7	30/6
Design and UML Diagram	Everyone	- Identify all the required objects from the provided starter code - Identify the relationships between the objects	Highest	29/6	30/6
User Interface Design	Everyone	- Brainstorm all the required interface - Delegate the individual interfaces to each member - Create a rough design for each interface	Third	2/7	1/7
Assumptions	Everyone	- Add assumptions whenever we discuss the game mechanics and requirements	Ongoing	1/7	2/7
Timeline	Everyone	- Get an understanding of everyone's workload and commitments - Allocate tasks - Adjust schedule as needed	Ongoing	2/7	2/7

Meeting minutes:

28/06/21

8:30PM – 9:30PM

- Initial meeting to go over and summarise project requirements (https://docs.google.com/document/d/1hSxfJ3_utRUcvAcWqip2JMSFBMAwH83w8AzT81KRJU0/edit)
- Break down of mechanics to help understand game
- Breakdown of milestone 1 tasks and allocation
- Decided on minimum of 3 meetings a week for entire project
- Nathan started work on design and UML diagram

30/06/21

8:30PM – 11:45PM

- Finished design and UML diagram (Nathan and Will drafted up initial diagram, Daniel completed and cleaned it up)
- Collaboratively worked on requirement analysis
- Created issues on GitLab repository
- Created 9 epic stories (each member worked on 3 each), with their own user stories, story points and acceptance criteria
- Discussed aspects of the game and how we wanted to design the interactions

1/07/21

8:30PM – 10:40PM

- Nathan and Daniel started work on the UI design
- William worked on completely integrating requirements analysis into GitLab and Project Management document
- William and Daniel started work on assumptions, whilst Nathan finished off UI design

2/07/21

N/A

- Individual work on final changes to repo communicated over Facebook messenger

Link to meeting minutes google doc and associated timestamps:

<https://docs.google.com/document/d/14z2bBKjvc1uwYI2pTlhb6AxPxWfpomvd3fFok1qXbHs/edit>

(Further timestamps of Facebook messenger chat can be provided if necessary)

<div>TODAY</div> <div><div>▶ 2 July, 15:48</div><div>Current version</div><div>● All anonymous users</div></div> <div>YESTERDAY</div> <div>1 July, 20:58</div> <div>● Billy Ray Cyrus</div> <div>WEDNESDAY</div> <div>▶ 30 June, 23:38</div> <div>● Billy Ray Cyrus</div> <div>● All anonymous users</div> <div>▶ 30 June, 20:58</div> <div>● Billy Ray Cyrus</div> <div>● All anonymous users</div> <div>TUESDAY</div> <div>29 June, 20:03</div> <div>● Billy Ray Cyrus</div> <div>MONDAY</div> <div>▶ 28 June, 21:30</div> <div>● Billy Ray Cyrus</div> <div>● All anonymous users</div> <div>28 June, 20:55</div> <div>● Billy Ray Cyrus</div>	<div>YESTERDAY</div> <div><div>1 July, 20:39</div><div>Current version</div><div>● All anonymous users</div></div> <div>WEDNESDAY</div> <div>▶ 30 June, 23:38</div> <div>● All anonymous users</div> <div>● Billy Ray Cyrus</div> <div>MONDAY</div> <div>▶ 28 June, 21:23</div> <div>● Billy Ray Cyrus</div> <div>● All anonymous users</div> <div>28 June, 20:30</div> <div>● Billy Ray Cyrus</div>
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Milestone 2 Timeline

Meeting availabilities: Most days at night as we are all free right now due to lockdown.

Due date: 19/7 10am

Allocation of tasks:

Task	SubTask + Allocation	Priority	Deadline	Completed
Design and UML Diagram	1. Using feedback, determine and implement improvements. (Will) 2. Determine which patterns to include in our design, particularly so that it can be extended for Milestone 3. (Everyone) 3. Add fields and methods (Nathan)	Highest	6/7	
Testing and Coverage	1. Brainstorm all the backend functionalities that need to be tested. (Everyone) 2. Create unit tests for backend features. (Will + Nathan) 3. Create integration tests (Daniel) 4. Ensure that coverage is above 90%. (Everyone)	Second	10/7	
Backend	1. Determine all the backend functionalities that must be implemented to make it an MVP (Everyone) 2. Implement the backend functionalities (Allocate specific functionalities to each person) 3. Debug and ensure it works properly using the corresponding tests. (Each person will debug and ensure the functionality they were allocated works properly)	Third	15/7 (Not including additional features) Additional features – 19/7	

	<p>4. Add additional features to the backend based on our GitLab issues board. (Collective decision on what functionalities to add. Everyone will pick a functionality and work on it individually)</p>			
Frontend	<p>1. Get an understanding on the starter code frontend and brainstorm what additional features must be implemented to make it an MVP. (Everyone)</p> <p>2. Implement these features. (Daniel – not many changes required)</p> <p>3. Connect the front end to the back end. (Will + Nathan)</p> <p>4. Manual testing to ensure that front end works correctly with back end. (Everyone can do manual tests on the game to ensure that the frontend and backend interact properly)</p> <p>5. Add additional features to frontend based on our Gitlab issues board. (Everyone picks a features and implements it)</p>	Last	<p>17/7 (Not including additional features)</p> <p>Additional features – 19/7</p>	