

Planning (Elderberry)

Meeting summaries etc can be seen in the minutes/ folder

Week 5

Objectives

- Finish UML diagram
- Allocate structural implementation to finish (Entity/Component etc.)
- Matt B create general UML structure and explain to group
- Matt J create Dungeon class
- Kellen create Entity class
- Yara create component class
- Hayley create Goal class

Meeting Times

- Thursday 14/10 – Discuss initial design ideas and start UML work
- Sunday 17/10 – Explain Entity-Component model and start work on them

Week 6

Objectives

- Finish implementation infrastructure
- Start work on concrete entity classes

Meeting Times

- Thursday 21/10 – Discuss progress and allocate jobs as they come up
- Sunday 24/10 – Allocate all concrete entity classes to complete and discuss project progress up to this point

Week 7

Objectives

- Finish the functionality of as many entities as possible!
- Matt B walls, portals & other statics, inventory, saving/loading, battles
- Matt J inventory, buildables, battles
- Kellen potions, consumables
- Yara door & key
- Hayley goals, exit conditions

Meeting Times

- Thursday 28/10 – Discuss progress so far
- Sunday 31/10 – Finalise project submission

COMP2511 PROJECT MILESTONE ONE

DATE START TO DATE COMPLETED BY

11/10/2021 14/10/2021 17/10/2021 20/10/2021 23/10/2021 26/10/2021 29/10/2021 1/11/2021 4/11/2021

TASKS

