

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

Week 8

Objectives

- Get other subjects done in advance to make time for M3;
- Finish M2 code and update to meet autotest feedback
- Hayley, dijkstra's algorithm and integrating swamps
- Matt B and Kellen, wire system, refactoring entities like bomb and switch
- Kellen, potion Effects, item drops
- Matt B, logic aspect of wiring

- Matt J, streamline battle/buildable system
- Yara, complete Midnight Armour

Meeting Times

- Thursday 4/11 - Discussed approach and coupling
- Sunday 7/11 - Discussed progress, and tackling the last week

Week 9

Objectives

- Finish main features and classes early to leave room for admin, polishing and supporting documents
- A little bit of personalisation, skins etc. Just for experimentation and fun
- Hayley, finish up dijkstra + swamp
- Kellen, finish rare item classes, finish mob movement with potion effects,
- Yara, finish Hydra and Assassin
- Matt B, prims algorithm map generation
- Matt J, Sceptre, Merc Frenzy, code maintenance with everyone

Meeting Times

- Thursday 11/11
- Sunday 14/11

