**Team Member Contribution**

**Sprint 1**

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| Deliverables | Start Time | End Time | Amount of time spent | Person In Charge |
| Team information   * Team Name and Team Photo * Team Membership | 25/3/2023 5pm  25/3/2023 5pm  2/4/2023 9pm  2/4/2023 7pm | 25/3/2023 5pm  25/3/2023 8pm  2/4/2023 10pm  2/4/2023 8pm | 2 hours  3 hours  1 hour  1 hour | * Kuah Jia Chen * HuangGuoYueYang * Tee Shun Yao * Ong Di Sheng |
| Team information   * Team Schedule * Technology Stack and Justification | 25/3/2023 5pm  25/3/2023 5pm | 25/3/2023 5pm  25/3/2023 8pm | 2 hours  3 hours | * Kuah Jia Chen * HuangGuoYueYang |
| User Stories (Basic) | 26/3/2023 1pm  27/3/2023 2pm  29/3/2023 4pm  26/3/2023 12pm | 28/3/2023 4pm  28/3/2023 12pm  29/3/2023 7pm  28/3/2023 3pm | Around 2 days  Around 1 day  3 hours  Around 2 days | * Kuah Jia Chen * HuangGuoYueYang * Tee Shun Yao * Ong Di Sheng |
| User Stories (Advanced) | 26/3/2023 1pm  29/3/2023 4pm  26/3/2023 5pm | 30/3/2023 2pm  29/3/2023 7pm  29/3/2023 6pm | Around 4 days  3 hours  Around 3 days | * HuangGuoYueYang * Tee Shun Yao * Ong Di Sheng |
| Domain Model | 28/3/2023 3:30pm  29/3/2023 5pm  28/3/2023 2pm | 1/4/2023 5pm  1/4/2023 5pm  1/4/2023 6pm | Around 5 days  Around 3 days  Around 5 days | * Kuah Jia Chen * Tee Shun Yao * Ong Di Sheng |
| Design Rationale   * GameController * Board * Position * Token * TokenColor | 1/4/2023 5pm | 3/4/2023 12am | Around 2 days | * Kuah Jia Chen |
| Design Rationale   * Action * RemoveAction * SetAction * MoveAction * JumpAction | 1/4/2023 5pm | 3/4/2023 1am | Around 2 days | * HuangGuoYueYang |
| Design Rationale   * GameMode * NormalMode * TutorialMode * Player * HumanPlayer * ComputerPlayer | 1/4/2023 10pm | 2/4/2023 1am | 3 hours | * Tee Shun Yao |
| Design Rationale   * View * MessageView * BoardView * InitialPageView * GameState * Application | 1/4/2023 5pm | 1/4/2023 7pm | 2 hours | * Ong Di Sheng |
| Discarded Alternative | 1/4/2023 5pm  1/4/2023 6pm | 3/4/2023 12am  2/4/2023 1pm | Around 2 days  Around 1 day | * Kuah Jia Chen * Ong Di Sheng |
| Basic UI Design (low-fi prototype drawing) | 30/3/2023 9am  2/4/2023 4pm | 3/4/2023 1am  2/4/2023 6pm | Around 3 days  2 hours | * HuangGuoYueYang * Tee Shun Yao |

**Sprint 2**

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| Deliverables | Start Time | End Time | Amount of time spent | Person In Charge |
| Code (A board with nine tokens set up in the correct initial positions) | 13/4/2023 4pm  13/4/2023 4pm  13/4/2023 4pm | 20/4/2023 12pm  19/4/2023 12pm  20/4/2023 10pm | Around 1 week  Around 1 week  Around 1 week | * Kuah Jia Chen * HuangGuoYueYang * Ong Di Sheng |
| Code (The pieces can move on the board. They don’t have to be legal moves) | 13/4/2023 4pm  13/4/2023 4pm  13/4/2023 4pm | 20/4/2023 12pm  19/4/2023 12pm  19/4/2023 12pm | Around 1 week  Around 1 week  Around 1 week | * Kuah Jia Chen * Tee Shun Yao * Ong Di Sheng |
| Code (A basic User Interface is set up to be able to demonstrate the above) | 20/4/2023 2pm  21/4/2023 5pm  21/4/2023 5pm | 23/4/2023 5pm  22/3/2023 5pm  23/3/2023 1pm | Around 4 days  Around 2 days  Around 3 days | * HuangGuoYueYang * Tee Shun Yao * Ong Di Sheng |
| Class Diagram (Basic) | 21/4/2023 11am  21/4/2023 11am | 25/4/2023 6pm  25/4/2023 6pm | Around 5 days  Around 5 days | * Kuah Jia Chen * HuangGuoYueYang |
| Class Diagram (Advanced) | 24/4/2023 6pm  25/4/2023 1pm | 26/4/2023 6pm  26/4/2023 6pm | Around 3 days  Around 2 days | * Tee Shun Yao * Ong Di Sheng |
| Design Rationale   * Observer * BoardView * MessageView * GameView | 20/4/2023 2pm | 26/4/2023 | Around 7 days | * HuangGuoYueYang |
| Design Rationale   * GameController * Command * SetCommand * MoveCommand | 21/4/2023 11am | 26/4/2023 | Around 6 days | * Kuah Jia Chen |
| Design Rationale   * GameState * Board * Player * HumanPlayer | 21/4/2023 11am | 25/4/2023 | Around 5 days | * Ong Di Sheng |
| Design Rationale   * Application * Node * NodeTriplets * TokenColor | 22/4/2023 6pm | 25/4/2023 6pm | Around 4 days | * Tee Shun Yao |
| Design Rationale - Two key classes | 26/4/2023 9am  26/4/2023 9am | 26/4/2023 10pm  26/4/2023 10pm | Around 1 day  Around 1 day | * Kuah Jia Chen * HuangGuoYueYang |
| Design Rationale - Two key relationships | 25/4/2023 6pm  25/4/2023 6pm | 27/4/2023 6pm  27/4/2023 6pm | Around 3 days  Around 3 days | * Tee Shun Yao * Ong Di Sheng |
| Design Rationale - Design Pattern and Architecture Pattern | 26/4/2023 9am  26/4/2023 9am | 26/4/2023 10pm  26/4/2023 11pm | Around 1 day  Around 1 day | * HuangGuoYueYang * Ong Di Sheng |
| Design Rationale - Two alternative design pattern discarded | 26/4/2023 9am  24/4/2023 1pm | 26/4/2023 10pm  26/4/2023 3pm | Around 1 day  Around 3 days | * Kuah Jia Chen * Tee Shun Yao |

**Sprint 3**

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| Deliverables | Start Time | End Time | Amount of time spent | Person In Charge |
| Code Prototype(Move with restriction, Jump, Remove) | 12/05/2023 1pm  12/05/2023 1pm  09/05/2023 2pm | 13/05/2023 11am  13/05/2023 11am  10/05/2023 1pm | 1 day  1 day  1 day | * HuangGuoYueYang * Kuah Jia Chen * Ong Di Sheng |
| Code Prototype(End game under 2 conditions) | 12/05/2023 1pm  12/05/2023 1pm | 16/05/2023 10pm  16/05/2023 10pm | 5 days  5 days | * HuangGuoYueYang * Kuah Jia Chen |
| Code Prototype(Message under the board) | 12/05/2023 8pm | 13/05/2023 8pm | 1 day | * Tee Shun Yao |
| Class Diagram Update | 15/05/2023 3pm  16/05/2023 4pm  16/05/2023 1pm | 15/05/2023 5pm  16/05/2023 6pm  16/05/2023 3pm | 2 hours  2 hours  2 hours | * Ong Di Sheng * HuangGuoYueYang * Kuah Jia Chen * Tee Shun Yao |
| Sequence Diagram - Initialization | 15/05/2023 8am | 16/05/2023 8pm | 2 days | * Tee Shun Yao |
| Sequence Diagram - Set | 16/05/2023 10pm | 17/05/2023 2am | 4 hours | * Tee Shun Yao |
| Sequence Diagram - Move | 15/05/2023 3pm | 16/05/2023 5pm | 1 day | * Kuah Jia Chen |
| Sequence Diagram - Remove | 15/05/2023 5pm | 16/05/2023 6pm | 1 day | * Ong Di Sheng |
| Sequence Diagram - Jump | 16/05/2023 4pm | 16/05/2023 6pm | 2 hours | * HuangGuoYueYang |
| Design Rationale - Methods Additions and Modifications to Existing Classes | 14/05/2023 1pm  14/05/2023 9am  16/05/2023 6pm  14/05/2023 12pm | 16/05/2023 5pm  15/05/2023 10am  16/05/2023 7pm  15/05/2023 3pm | 2 days  1 day  1 hour  1 day | * Kuah Jia Chen * Ong Di Sheng * HuangGuoYueYang * Tee Shun Yao |
| Design Rationale - Changes in Design Pattern | 14/05/2023 9am | 14/05/2023 10am | 1 day | * Ong Di Sheng |
| Design Rationale - Three Quality Attributes Considered In Design | 14/05/2023 8pm  14/05/2023 8pm | 17/05/2023 2pm  17/05/2023 2pm | 3 days  3 days | * HuangGuoYueYang * Kuah Jia Chen |
| Design Rationale - Human Value Relevant To Game | 14/05/2023 9am  15/05/2023 8am | 14/05/2023 10am  15/05/2023 8pm | 1 day  1 day | * Ong Di Sheng * Tee Shun Yao |
| Video Photoing | 16/05/2023 8am  15/05/2023 10am  17/05/2023 10am  17/05/2023 2pm | 17/05/2023 6pm  17/05/2023 11am  17/05/2023 12pm  17/05/2023 4pm | 1 day  2 days  2 hours  2 hours | * HuangGuoYueYang * Kuah Jia Chen * Tee Shun Yao * Ong Di Sheng |
| Video Editing | 17/05/2023 8pm | 17/05/2023 9pm | 1 hour | * HuangGuoYueYang |
| Screenshot of each Situation | 17/05/2023 11pm  17/05/2023 11pm  17/05/2023 1pm | 17/05/2023 1am  17/05/2023 1am  17/05/2023 3pm | 2 hours  2 hours  2 hours | * HuangGuoYueYang * Kuah Jia Chen * Ong Di Sheng |

**Sprint 4**

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| Deliverables | Start Time | End Time | Amount of time spent | Person In Charge |
| Code Prototype(Advanced Feature: Computer VS Human) | 28/05/2023 1pm  28/05/2023 1pm | 12/06/2023 6pm  12/06/2023 6pm | 15 day  15 day | * HuangGuoYueYang * Kuah Jia Chen |
| Code Prototype(Advanced Feature: Tutorial mode and Hints button) | 28/05/2023 2pm  28/05/2023 2pm | 11/06/2023 2pm  11/06/2023 2pm | 14 days  14 days | * Ong Di Sheng * Tee Shun Yao |
| Javadocs | 12/06/2023 4pm  12/06/2023 4pm | 12/06/2023 7pm  12/06/2023 7pm | 3 hours  3 hours | * HuangGuoYueYang * Kuah Jia Chen |
| User Story-Computer VS Human and rationale | 10/06/2023 10am  10/06/2023 10am | 10/06/2023 12pm  10/06/2023 12pm | 2 hours  2 hours | * HuangGuoYueYang * Kuah Jia Chen |
| User Story - Tutorial mode and Hints Button and rationale | 10/06/2023 9am  06/11/2023 8pm | 10/06/2023 11pm  06/11/2023 10pm | 2 hours  2 hours | * Ong Di Sheng * Tee Shun Yao |
| Guide to build run executable | 12/06/2023 4pm | 12/06/2023 5pm | 1 hour | * Tee Shun Yao |
| Class Diagram Update | 10/06/2023 2pm  10/06/2023 2pm  10/06/2023 2pm  10/06/2023 2pm | 12/06/2023 5pm  12/06/2023 5pm  12/06/2023 5pm  12/06/2023 5pm | 2 days  2 days  2 days  2 days | * HuangGuoYueYang * Kuah Jia Chen * Ong Di Sheng * Tee Shun Yao |
| Design Rationale - What and Why Revised The Class Diagram | 10/06/2023 5pm  10/06/2023 5pm  10/06/2023 6pm  11/06/2023 6pm | 12/06/2023 6pm  12/06/2023 6pm  12/06/2023 6pm  11/06/2023 9pm | 2 days  2 days  2 days  3 hours | * HuangGuoYueYang * Kuah Jia Chen * Ong Di Sheng * Tee Shun Yao |
| Design Rationale - Why Designed The Architecture This Way | 13/06/2023 2pm | 13/06/2023 4pm | 2 hours | * HuangGuoYueYang * Kuah Jia Chen |
| Design Rationale - When Advanced Feature was Finalized: Computer VS Human | 11/06/2023 4pm  11/06/2023 4pm | 12/06/2023 9pm  12/06/2023 9pm | 1 day  1 day | * HuangGuoYueYang * Kuah Jia Chen |
| Design Rationale - When Advanced Feature was Finalized: Tutorial mode and Hints button | 11/06/2023 6pm  11/06/2023 9pm | 12/06/2023 6pm  11/06/2023 11pm | 1 day  2 hours | * Ong Di Sheng * Tee Shun Yao |
| Video Photoing | 12/06/2023 9am  12/06/2023 4pm  13/06/2023 8am | 12/06/2023 12pm  12/06/2023 5pm  13/06/2023 10am | 3 hours  2 hours  2 hours | * Ong Di Sheng * Tee Shun Yao * HuangGuoYueYang * Kuah Jia Chen |
| Video Editing | 13/06/2023 12pm | 13/06/2023 1pm | 1 hour | * HuangGuoYueYang |