

## Meeting minutes

<https://docs.google.com/document/d/14krJC9EN5pQhYy7ntU3gpKB1HnaefFXI7-3Blx972-8/edit?usp=sharing>

Timeline: sequence, allocation, and timespan of tasks:

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							
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						
Week9							
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 the AttackingStrategy interface and write tests for it.	Create subclasses for the AttackingStrategy interface.	Continue working on the subclasses of AttackingStrategy interface.	Continue working on the subclasses of AttackingStrategy interface.	Create the DefendingStrategy interface and write tests for it.	Create subclasses for the DefendingStrategy interface.
Week7	Continue working on the subclasses of DefendingStrategy interface.	Continue working on the subclasses of DefendingStrategy interface.	Connect AttackingStrategy interface to Inventory.	Connect DefendingStrategy interface to Inventory.	Interact AttackingStrategy with enemies.	Interact DefendingStrategy with enemies.	Double check and clean up codes.
Week8	M2 Due						
Week9							
Week10							

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						
Week9							
Week10							