

Week 4: Meeting 1 on June 25, 2021

Task Allocation

- **Epic Stories**
 - Gameplay (**Group - Sam & Nick**)
 - Goals (**Chitrakshi**)
 - Items (**Group - Chitrakshi & Cyrus**)
 - UI/GUI (**Nick**)
 - Enemies (**Cyrus**)
 - Buildings (**Sam**)

Questions for George

1. Are priorities sequential or can multiple stories have the same priority?
 - a. Multiple of same priority
 - b. Have levels
2. How many Epic Stories are a good number?
 - a. Make a general user story with sub-user stories
 - b. Make it expandable
 - c. Different AC for unique types of buildings
 - d. Building as ES and 7 buildings as US is good
3. User stories are part of design.pdf or planning.pdf?
 - a. User stories to be transferred to gitlab boards
 - b. User acceptance criteria is crucial

Meeting Outcome

- Due date for User Stories = Tuesday, June 29, 2021
- Next meeting will complete UML Class Diagram and Assumptions as a group
- If there's time, will attempt User Interface Design

Week 5: Meeting 2 on June 29, 2021

- Tuesday 4pm
- Fix/tidy up user stories
- Figure out assumptions
 - Battle and Support Radius of all enemies
 - Purchase and Selling price of all items in gold
 - Attack speed and attack damage of all enemies, tower buildings, traps
 - Limit on total number of buildings, enemies, equipment, building cards
 - Keys to bind
 - For potion drinking
 - Whether purchase price == selling price for items
 - Go through each item
 - How much health/armor/damage each item deals
- Make sure User Stories have been transferred to gitlab boards

TODO

- Finish off user stories
 - Choose cost and priority
 - Edit it based on assumptions
 - Make sure User Stories have been transferred to gitlab boards
- UML
 - Create classes for your own user stories
- User Interface Design

Week 5: Meeting 3 on June 30, 2021

- Story Points
 - Relative measure of effort needed to complete a user story
 - Includes time taken to research how to do it
 - Fibonacci Scale - 1, 3, 5, 8, 13, 21
- Priorities
 - High (Minimum Viable Product MVP)
- User Stories
 - Each Epic will need a description
 - Need to add priority tags
 - Each user story needs to have checkboxes for acceptance criteria

The screenshot shows a Jira backlog with the following items:

- Epic: Shapes**
 - High Priority (MVP)** **Shapes** #1
- Constant Ratio [3 points]**
 - High Priority (MVP)** **Shapes** #3
- Draw shapes by drag [5 points]**
 - High Priority (MVP)** **Shapes** #2

Constant Ratio [3 points]

As an artist, I want the ability to drag shapes with a constant ratio of width/height so that I can draw symmetrical pictures.

- ☐ Given I have selected a constant ratio, when I draw a shape, then the width and height will be the same
- ☐ Given I am drawing a shape, when I press shift, then the constant aspect ratio will activate
- ☐ Given I am drawing with constant aspect ratio, when I release shift, then I go back to normal drawing mode
- ☐ The preview of a shape has a constant ratio

Edited 11 hours ago by Nick Patrikeos

Meeting

- Worked on UML
- Discussed design patterns
- Worked on user interface design

Design Patterns

- Strategy Pattern for gamemode
- State pattern for game map
- Observer pattern for main game engine
- Model View for game engine and views

TODO BEFORE NEXT MEETING @9PM

- Finish off user stories
 - Try to follow george's advice in email
 - Each acceptance criteria should be singular
 - User story not too big
- Figure out at least 3 design patterns for UML
- Figure out how to link all classes/interfaces together nicely
- Transfer user stories to gitlab boards (can do this after)
 - Make sure to have checkboxes for each acceptance criteria
 - Make sure to labels for priority

TODO DURING MEETING @9PM

- Timeline planning

Week 5 Meeting 4 - July 1

- Finished UML
- Write assumptions into markdown file and push to repo
- Put user interface design and uml diagram into repo
- Plan timeline for milestone 2

Questions to Ask George

- Composite and Aggregation relationships between models, view and controller

Week 5 Meeting 5 - July 2

- Finishing touches
- Make sure all required files are in repo

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week 4					Meeting		
		Key			Assigned epic stories to each member		
		sam			Buildings + Gameplay	Added Buildings US	Added Gameplay US
		nick			UI/GUI + Gameplay	Added UI/GUI US	Added Gameplay US
		cyrus			Goals + Items	Added Goals US	Added Items US
		chitrakshi			Enemies + Items	Added Enemies US	Added Items US
Week 5		Meeting	Meeting	Meeting			
	Reviewed each other's User Stories as a group	Figured out assumptions	Discuss UML Diagram and Completed User Interface Design as group	Finished off UML diagrams			
		Added assumptions into acceptance criteria of user stories		Transferred User Stories to Gitlab Board with specified priority and Epic Stories tag			
Week 6	Standup/Meeting	Standup/Meeting	Standup/Meeting	Standup/Meeting	Standup/Meeting	Standup/Meeting	Standup/Meeting
	Adjusting/Reviewing UML Diagram	Write tests for each user story in the "Gameplay" epic story	Start implementing gameplay epic story for MVP Backend	Write frontend for the implemented "Gameplay" user stories	Write tests for each user story in the "UI/GUI" epic story	Start implementing UI/GUI epic story for MVP Backend	Write frontend for the implemented "UI/GUI" user stories
	Write tests for each user story in the "Gameplay" epic story	Start implementing gameplay epic story for MVP Backend	Testing our implementations and debugging for gameplay epic story	Write tests for each user story in the "UI/GUI" epic story	Start implementing UI/GUI epic story for MVP Backend	Testing our implementations and debugging for UI/GUI epic story	Write tests for each user story in the "Buildings" epic story
Week 7	Standup/Meeting	Standup/Meeting	Standup/Meeting	Standup/Meeting	Standup/Meeting	Standup/Meeting	Standup/Meeting
	Write tests for each user story in the "Buildings" epic story	Start implementing user stories from Building epic story for MVP Backend	Write frontend for the implemented "Building" user stories	Start implementing Enemies epic story for MVP Backend	Write frontend for the implemented "Enemies" user stories	Start implementing Items epic story for MVP Backend	Write frontend for the implemented "Items" user stories
	Start implementing user stories from Building epic story for MVP Backend	Testing our implementations and debugging for Buildings epic story	Write tests for each user story in the "Enemies" epic story	Testing our implementations and debugging for Enemies epic story	Write tests for each user story in the "Items" epic story	Testing our implementations and debugging for Items epic story	Reviewing everything and writing more integration test