

Meeting/Standup 1 on 25/06/21

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/Standup Outcome

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

Meeting/Standup 2 on 29/06/21

- 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 Before Next Meeting/Standup

- 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

Meeting/Standup 3 on 30/06/21

- 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 board with three user stories under the 'Epic: Shapes'. Each story has a red 'High Priority (MVP)' tag and a blue 'Shapes' tag. The stories are: 1. '#1' (no title), 2. '#2' 'Draw shapes by drag [5 points]', and 3. '#3' 'Constant Ratio [3 points]'.

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/Standup

- 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/Standup

- 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 Next Meeting/Standup

- Timeline planning

Meeting/Standup 4 - 01/07/21

- 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

Meeting/Standup 5 - 02/07/21

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

Meeting/Standup 6 - 04/07/21

- Made sure everyone has cloned project repo and can run starter code
- Modified UML
- Add to assumptions

Todo Before Next Meeting/Standup

- Try to understand the starter code
- Fix assumptions
 - Enemy movement
 - Non-perishable items

Meeting/Standup 7 - 05/07/21

KEY

- xxxx ← Sam & Nick
- Xxxx ← Cyrus & Chitrakshi

MVP Tasks Allocated

- Hero's Castle
 - Vampire enemy type
 - Vampire Castle spawns vampires
 - Change battle mechanics
 - Rewards
 - Damage to character + enemies
- Items
 - Health potion
 - Character uses health potion
 - One Armour
- Gold
- Character
 - Need to add health
 - Need to add attack damage
- Enemies
 - Need to add health
 - Need to add attack damage
 - Need to add battle radius
 - Need to add support radius
- Card
 - Need to store more information about what is being dragged during drag-and-drop
 - Need to ensure dropping of cards to spawn buildings only occurs on or off the path (depending on building type)
 - Give some cash/experience/item rewards for the discarding of the oldest card
- Shop menu

Todo Before Next Meeting/Standup

- Write tests for assigned tasks before implementing

Meeting/Standup 8 - 06/07/21

- Standup
- Went through each others tests
- Revise UML diagram
- Start implementing

Meeting/Standup 9 - 06/07/21

- Card placement on map
- Shop menu
- UI For
 - Health
 - Gold
 - XP
- Vampire Castle spawning vampires
- Character using health potion

Meeting/Standup 10 - 08/07/21

- Update each other on our progress

MVP Tasks Left

- Hero's Castle
 - Shop menu
- Vampire enemy type
- Vampire Castle spawns vampires (UI + Backend)
- Change battle mechanics
 - Rewards spawning into inventory in UI
 - Equipping weapons when dragging in UI (Backend)
- Items
 - Health potion
 - Character uses health potion
 - One Armour
- Gold (UI)
- Health (UI)
- XP (UI)
- Card
 - Need to store more information about what is being dragged during drag-and-drop
 - Need to ensure dropping of cards to spawn buildings only occurs on or off the path (depending on building type)
 - Give some cash/experience/item rewards for the discarding of the oldest card

Meeting/Standup 11 - 09/07/21

- Updates on our progress with allocated roles

MVP Tasks Left

- Hero's Castle
 - Shop menu
- Change battle mechanics
 - Rewards spawning into inventory in UI
 - Equipping weapons when dragging in UI (Backend)
- Items
 - Health potion
 - Character uses health potion
- Gold (UI)
- Health (UI)
- XP (UI)
- Card
 - Give some cash/experience/item rewards for the discarding of the oldest card

Meeting/Standup 12 - 10/07/21

- Updates on our progress with allocated roles

MVP Tasks Left

- Hero's Castle
 - Shop menu
- Change battle mechanics
 - Rewards spawning into inventory in UI
 - Equipping weapons when dragging in UI (Backend)
- Gold (UI)
- Health (UI)
- XP (UI)

Meeting/Standup 13 - 11/07/21

- Updates on our progress with allocated roles

MVP Tasks Left

- Hero's Castle
 - Shop menu
- Change battle mechanics
 - Equipping weapons when dragging in UI (Backend)
 - Dragging for weapons, armour, shield, helmet
- Spawning correct building
- Goals

Meeting/Standup 14 - 12/07/21

- Updates on our progress with allocated roles
- MVP Tasks Finished

Meeting/Standup 15 - 13/07/21

- Health potions return to original position when incorrectly dragged onto weapon, armour, shield, helmet slots (Cyrus)
- Distributed remaining tasks after finishing mvp
 - Zombie (Cyrus)
 - Tower (Chitrakshi)
 - Village (Nick)
 - Barracks (Cyrus)
 - Allies
 - Trap (Sam)
 - Campfire (Nick)
 - Staff (Cyrus)
 - The One Ring (Chitrakshi)
 - Goals (Chitraksh + Cyrus)
 - Shop Menu
 - Character Death (Cyrus)
 - Game modes (Sam + Nick)

Meeting/Standup 16 - 14/07/21

- Discussed code for the shop menu implementation

Meeting/Standup 17 - 15/07/21

- Discussed code for one ring, staff implementation

Meeting/Standup 18 - 16/07/21

- Discussed code for goals, character death, character win implementation

Meeting/Standup 19 - 17/07/21

- Discussed adding extra tests for items, buildings and more implementation tests to boost coverage of code

Meeting/Standup 20 - 18/07/21

- Finalised submission for milestone 2
 - Went over all files
 - Worked on UML
 - Adjusted assumptions.md file to reflect current implementation