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
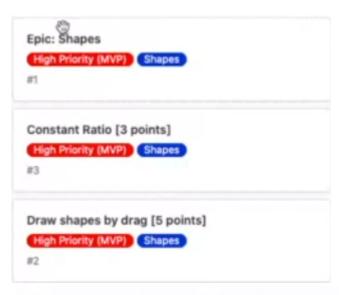
Meeting/Standup 2 on 29/06/21
- Tuesday 4pm
- Fix/tidy up user stories
- Figure out assumptions
  - Battle and Support Radius of all enemies
  - Purchase and Selling price of all items in gold
  - Attack speed and attack damage of all enemies, tower buildings, traps
  - Limit on total number of buildings, 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

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/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, amour, 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

Meeting/Standup 21 - 21/07/21
- Bosses
  - Doggie (Sam + Nick)
  - Elan Muske (Cyrus)
- Doggie Coin (Cyrus)
- Rare Item (Chitrakshi)
  - Anduril, Flame of the West
  - Tree Stump
- Goal type of killing bosses (Cyrus)
- Confusing Gamemode (Sam + Nick)
- Extensions
  - Increases in XP results in base damage increase and base health increase
  - Instructions/Tutorial in Main Menu
  - Shop Menu Interface UI Change

  - Background Music
  - Sound effects

Meeting/Standup 22 - 23/07/21
- Updates on our progress with allocated roles

Meeting/Standup 23 - 24/07/21
- Need to add asserts for integration testing
- Bosses
    - ~~Doggie (Sam + Nick)~~
    - Elan Muske (Cyrus)
- ~~Doggie Coin (Cyrus)~~
- Rare Item (Chitrakshi)
    - Anduril, Flame of the West
    - ~~Tree Stump~~
- Goal type of killing bosses (Cyrus)
- Confusing Gamemode (Sam + Nick)
- Extensions
    - Increases in XP results in base damage increase and base health increase
    - Instructions/Tutorial in Main Menu
    - Shop Menu Interface UI Change

    - Background Music
    - Sound effects

Meeting/Standup 24 - 26/07/21

- Updates on our progress with allocated roles
- ~~Need to add asserts for integration testing~~
- Bosses
    - ~~Doggie (Sam + Nick)~~
    - Elan Muske (Cyrus)
- ~~Doggie Coin (Cyrus)~~
- ~~Rare Item (Chitrakshi)~~
    - ~~Anduril, Flame of the West~~
    - ~~Tree Stump~~
- ~~Goal type of killing bosses (Cyrus)~~
- Confusing Gamemode (Sam + Nick)
- Extensions
    - Doggie coin in UI (not in inventory)
    - Increases in XP results in base damage increase and base health increase
    - Instructions/Tutorial in Main Menu (Sam + Nick)
    - Change background colour for UI
    - Shop Menu Interface UI Change
    - Background Music
    - Sound effects
    - Map selection

Meeting/Standup 25 - 28/07/21
- Debugging dragging for one ring on frontend
- Confusing Gamemode (Sam + Nick)
- Extensions
  - Doggie coin in UI (not in inventory)
  - Increases in XP results in base damage increase and base health increase
  - Instructions/Tutorial in Main Menu (Sam + Nick)
  - Change background colour for UI
  - Shop Menu Interface UI Change
  - Background Music
  - Sound effects
  - Map selection

Meeting/Standup 26 - 31/07/21
- Extensions
  - Frontend UI changes (Cyrus)
  - Sound effects (Sam + Nick)
    - Menu
      - https://www.youtube.com/watch?v=x2NzoLMWAwQ
    - Default Button sound (Minecraft Menu)
      - https://www.youtube.com/watch?v=h8y0JMVwdmM
    - Open shop
      - https://www.youtube.com/watch?v=YfOdmwtCXxU
      - First 6 seconds tho
    - Buy
      - https://www.youtube.com/watch?v=ZeET7Z1ZGlw
    - Sell + Pick up gold
      - https://www.youtube.com/watch?v=fQRTXA7-Y7o
    - Gameover sound
      - https://www.youtube.com/watch?v=abd62DkYyps
    - Game won sound
      - https://www.youtube.com/watch?v=Z0Uh3OJCx3o
    - Doggie Coin Sell
      - https://www.youtube.com/watch?v=8URukvnUYTw
    - Battles
      - Launch attack
        - https://www.youtube.com/watch?v=-0OqRRF0OhE
      - Receive attack
        - https://www.youtube.com/watch?v=3w-2gUSus34
      - Enemy death
        - https://www.youtube.com/watch?v=34ewE9biJRE
    - Drink health potion
      - https://www.youtube.com/watch?v=99wlCy00uto
- Testing + Coverage Improvement (Chitrakshi)
- Assumptions
- UML
- Gitlab board issues
- Radius code
- Timeline

Meeting/Standup 27 - 1/08/21

- Going over code to make sure its ready for submission
- Going over UML diagram for submission
- Making sure everything is ready for submission
- Final bug fixes

TIMELINE

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week 8			Standup/Meeting		Standup/Meeting	Standup/Meeting	
	Take a break	Read updated spec for milestone 3	Write tests for Doggie + Elan Musk	Write tests for Anduril and Tree Stump	Implementing Doggie + Elan Musk	Implementing Doggie Coin	Adding implemented features into frontend
			Write tests for Doggie Coin	Write tests for killing boss goals	Implementing anduril and tree stump	Implementing anduril and tree stump	
Week 9	Standup/Meeting	Standup/Meeting		Standup/Meeting		Standup/Meeting	Standup/Meeting
	Adding implemented features into frontend + adding fixes based on milstone 2 feedback	Working on extensions (UI Overhaul/ Instructions/ Sound Effects/ XP effects	Working on extensions (UI Overhaul/ Instructions/ Sound Effects/ XP effects	Working on extensions (UI Overhaul/ Instructions/ Sound Effects/ XP effects	Working on extensions (UI Overhaul/ Instructions/ Sound Effects/ XP effects	Working on extensions (UI Overhaul/ Instructions/ Sound Effects/ XP effects	Reviewing everything before final submission