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| **Week Starting** | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday | Sunday |
| 31s Oct | Team Meeting |  | Team Meeting |  |  |  |  |
| 7th Nov | Team Meeting (sprint 1) | I worked on a use case with Qian about log in and menu design in the dungeon. | Team Meeting (use cases, CRC)  (I took the Meeting Minutes) |  |  |  |  |
| 14th Nov | Team Meeting (the rest of CRC)  (sprint 2) |  | Team Meeting (Task estimation) |  |  |  |  |
| 21st Nov | Team Meeting (UML, Diagram)  (sprint 3) |  | Team Meeting (Client UML, Diagram, documentation tasks distribution) |  |  | Learn JSON | Dungeon interface |
| 28th Nov | Team Meeting  Create JSON file about the interface of Dungeon(Qian)  (sprint 4) |  | Creating database  Build play model,  Connect SQL with JAVA(Tasos), Building web service framework |  |  |  |  |
| 5th Dec | Researching web game named Forestry maze |  |  |  |  |  |  |
| 12th Dec | Team meeting (found the unfinished work and divided to every team member, have discuss with Julian) | Finding the reference about UML Diagram, Writing documentation about UML Diagram | Writing documentation about UML Diagram |  |  |  |  |