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| **Week Starting** | Mondy | Tuesday | Wednesday | Thursday | Friday | Saturday | Sunday |
| 31s Oct | Team Meeting |  | Team Meeting |  |  |  |  |
| 7th Nov | Team Meeting (sprint0) – worked with group on the requirements analysis. | Worked with Xiao on the use cases about the user interaction before playing the game. | Team Meeting – worked with group on the use cases and CRC cards. |  |  |  |  |
| 14th Nov | Team Meeting – worked with group on the CRC cards and task estimations. |  | Team Meeting - worked with group on the UML classes and system architecture. Discuss about the timescale and divided the tasks for pair programming. |  | Worked on the design of the map interface. | Worked on the design of the map interface. |  |
| 21st Nov | Team Meeting - worked with group on the UML classes both in client and server. |  | Team Meeting – Worked on the documentation. |  | Create the Json files for different levels of the dungeon. | Create the Json files for the maps. Write the documentation about the Json files. |  |
| 28th Nov | Team Meeting - separate the tasks in next sprint, had a meeting with Julian.  Worked with Xiao on determining the final design of our maps and finished the Json file. | Create and add two classes - Map and Tile to the project. | Worked with Mattis to implement the IOservice, add Json Framework to project, start Json service (including tests). |  | Worked with Mattis to implement Json service (parse map Json, Model map in code). |  |  |
| 5th Dec | Team Meeting – separate the tasks in Sprint 5. |  | Worked with Tasos on the visibility in server. |  |  |  |  |
| 12th Dec | Team Meeting – list the unfinished work both for codes and documentation, and arrange the tasks in the final week. | Worked on the documentation. | Worked on the documentation. |  |  |  |  |