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| **Week Starting** | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday | Sunday |
| 31s Oct | Team Meeting  (sprint 0) |  | Team Meeting |  |  |  |  |
| 7th Nov | Team Meeting (sprint 1) | I worked on use cases with Mattsi about player actions in the dungeon. | Team Meeting (use cases, CRC) |  |  |  |  |
| 14th Nov | Team Meeting (CRC, Task estimation)  (sprint 2) |  | Team Meeting  (Created UML classes and discussed about system architecture) |  | Worked with Mattsi on setting up the database. We implemented some functionality based on models from UML classes |  |  |
| 21st Nov | Team Meeting  (Completed the UML classes both in client and server)  (sprint 3) |  | Team Meeting  (Reviewed all the documentation so far) |  |  |  | Updated the requirement analysis and the use cases on our documents. |
| 28th Nov | Team Meeting  (worked on a document about document style and code style conventions, created draft overview of our work so far, meeting with customer)  (sprint 4) | Worked with Mattsi on the skeleton of web server’s framework. | Team Meeting  (Worked with Xiao on database) | Completed the database functionality. | Worked on rendering the dungeon’s map on web browser. | Completed the rendering of dungeon’s map on web browser. |  |
| 5th Dec | Team Meeting  (Meeting with Julian to discuss our progress)  (sprint 5) | Worked on Character model. | Worked with Qian on Visibility on the server-side. | Completed the Visibility service to meet unit tests requirements. |  |  | Worked with Arya on Movement service. |
| 12th Dec | Added coin collection functionality on movement service. Worked on movement on client side. Updated documentation.  Team Meeting (Meeting with Julian to show him our playable demo).  (sprint 6) | Worked with Selin on how the score is calculated.  Worked with Arya on movement service.  Worked on test cases.  I did minor changes on the code to fix bugs. | I worked on adding textures to our project to look better.  I worked on final version of requirement analysis. |  |  |  |  |