Timeline

Week	8	9
Weekly Tasks	Agile Management, Milestone 2 uncompleted tasks	Milestone 3 implementation and tests, extensions
Sameer	Rare items epic, complete M2 Frontend	- User: Composite Goals - User: Rare items - User: Confusing Mode
Jaiden	Confusing mode, doggie enemy user story	- Shop frontend
Roger	Elan Muske Boss, DoggieCoin User story	- Elon Muske Boss + spawning - Dogecoin
Liam	Vampire(M2), Goals user story	- DoggieEnemy - Add defensive items logic to runBattles

KEY : |||| High Priority, |||| Medium Priority, |||| Low Priority

Meeting Minutes

Meeting 1: 21/07/2021 - 4:00pm (All members present)

TODO:
- User stories for:
    1. Confusing game mode
    2. Doggie enemy
    3. Elan Muske Boss Enemy
    4. DoggieCoin equipment
    5. Anduril Sword - Rare items
    6. Tree Stump Shield - Rare Items
    7. Goals- Killing all bosses

Person	Allocated Task
Jayden	Confusing game mode - US (Add to epic) Doggie enemy - US(Add to epic) Refactor CharacterEquipment into its own class
Roger	Elan Muske Boss Enemy -US (Add to epic) DoggieCoin equipment - US(Add to epic)
Sameer	Anduril Sword - Rare items - US(Add to epic) Tree Stump Shield - Rare Items -US(Add to epic) Game mode - add state
Liam	Goals- Killing all bosses -US (Add to epic) Vampire moves away from Campfire

Meeting 2: 26/07/2021 - 4:00pm (All members present)

Agenda
- Discuss user story points for new user stories
- Split up implementation of new requirements + timeline planning
- Decide on design pattern to be used
- Decide on extensions to implement and add necessary user stories

Meeting 3: 28/07/2021 - 4:00pm (All members present)

- Added character defense application
- Implemented Elan Muske and Doggiecoin
- Still working on shop frontend
- Design pattern strategy, observer, template and composite
- Rare items added

Person	Allocated Task
Jayden	- Implementing shop frontend
Roger	- DoggieEnemy - Tests
Sameer	- Confusing game mode - Composite goals - Ally on frontend
Liam	- Defensive items - Spawning bosses

Meeting 4: 30/07/2021 - 7:00pm (All members present)

- Need to manage reactToEnemyDefeat()
- Show unbuyable item on frontend for shop
- Remove backend implementation of items returning to unequippedList (add to assumptions.md)

Person	Allocated Task
Jayden	- Remove backend implementation of items returning to unequippedList (add to assumptions.md) - Frontend popup if win/lose
Roger	- Tests - New assumptions for rare items - Corresponding UML diagram(Character, enemy, and its strategy)
Sameer	- Composite goals - Research on music
Liam	- Add alot of tests - reactToEnemyDefeat()