

# Timeline

Week	4	5	6	7
Weekly Tasks	Epic+User Stories from requirements	<ul style="list-style-type: none"> <li>- Timeline</li> <li>- Meeting Minutes</li> <li>- Gitlab issues board</li> <li>- UML Diagram</li> <li>- Assumptions</li> <li>- Low-fidelity design</li> </ul>	<ul style="list-style-type: none"> <li>- Complete Main High Priority User Stories - MVC</li> <li>- Update UML Diagram with design pattern</li> </ul>	<ul style="list-style-type: none"> <li>- Complete any undone high priority tasks</li> <li>- Complete Low and Medium Priority User Stories</li> </ul>
Sameer	Enemies Epic + User stories	<ul style="list-style-type: none"> <li>- Meeting minutes</li> <li>- Timeline planning</li> <li>- UML Diagram</li> </ul>	<ul style="list-style-type: none"> <li>- User: Zombies (5)</li> <li>- User: Placing buildings (4)</li> <li>- Updated UML draft</li> </ul>	<ul style="list-style-type: none"> <li>- User: Traps and Campfires (4)</li> <li>- User: Village (3)</li> <li>- User: Player movement (4)</li> </ul>
Jaiden	Buildings, Items Epic + User Stories	<ul style="list-style-type: none"> <li>- Assumptions cleaned up and further added</li> </ul>	<ul style="list-style-type: none"> <li>- User: Slugs (4)</li> <li>- User: Weapon effects (3)</li> <li>- Check draft and fix mistakes</li> </ul>	<ul style="list-style-type: none"> <li>- User: Weapons (4)</li> <li>- User: Keyboard Shortcuts (3)</li> <li>- User: Undo purchases (3)</li> </ul>
Roger	Additional Epics + User Stories	<ul style="list-style-type: none"> <li>- Low-fidelity design</li> </ul>	<ul style="list-style-type: none"> <li>- User: Vampires (6)</li> <li>- User: Rarer item (3)</li> <li>- User: Health Potions [4]</li> <li>- Provide Feedback on UML</li> </ul>	<ul style="list-style-type: none"> <li>- User: Armours (3)</li> <li>- User: Gold, health, xp feedback (2)</li> <li>- User: Close and Re-Open Shop (1)</li> </ul>
Liam	Assumptions and requirements summary	<ul style="list-style-type: none"> <li>- Story points for each user story</li> </ul>	<ul style="list-style-type: none"> <li>- User: Shooting range of tower (5)</li> <li>- User: Barracks (4)</li> <li>- Provide Feedback on UML</li> </ul>	<ul style="list-style-type: none"> <li>- User: Items (3)</li> <li>- User: Choose game modes (2)</li> <li>- User: Buildings which spawn enemies [5]</li> </ul>

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

# Meeting Minutes

(25/06/2021) - Friday 4pm (All members present)

- Created google docs to store work and meeting minutes
- Split up work regarding epic and user stories to be completed by weekend
- Next meeting time set

(28/06/2021) - Monday 6:30pm (All members present)

- Allocated each task
- Low-fidelity design includes pause screen, shop screen, main game screen, choosing different game mode
- UML diagram meetup on Tuesday (29-6-2021) 12:30pm-2:30pm

1/07/2021 - Thursday 4-6pm (All members present)

- Update UML diagram with correct relationships
- Work on any user stories we missed
- Add Story Points
- Complete timeline

2/07/2021 - Friday 2-3pm (All members present)

- Look over requirements and check all user stories have been covered
- Update plan to incorporate any changes
- Rename files to meet submission