<https://www.lucidchart.com/documents/edit/0408a3e5-127a-4f8d-9967-c9dd150874e2?shared=true&>

Scrum starting on: feb 13th

We need the high scores menu with fetch, purge, and main menu - Nick  
  
Start Game needs to go to randomly generate the character or manual creation

Jesse

David will do backend classes, Roland will come to ausable saturday for a majority of the day  
  
Roland will also begin test cases as soon as things begin being uploaded.

Scrum starting on: feb 20th

Some task ideas for this week...

1. Parts of Analysis Model class diagram could use more hammering out. More work in the Analysis Model includes...
   * Any other Menu subclasses needed?
   * Fill in additional attributes for the Menu superclass… Consider matching diagram to current code...
   * Fill in any relevant attributes for Menu subclasses...
   * Are RandomNewsEvents (daily) part of DetrimentalEffects?
   * Does CounterEffects seem like a reasonable way to have the player work against DetrimentalEffects? This could be a place to spend your KarmaPoints and InfluencePoints (for example as purchases). What are some CounterEffects that may be made (e.g., InstigateCoupDEtat)?
   * Fill in more attributes for the Game class...
   * Fill in the MiniGames and the attributes for the MiniGames superclass... (It is probably too early to figure out whether sprites will be useful for MiniGames - if they are then there could be a sprites class which will need attributes.)
   * More brainstorming is needed to fill in the GameState class and the KeyboardEvent class. This includes how these interact with the Menu classes.
   * Fill in more items or item attributes…
   * Fill in more of the DetrimentalEffects...
   * ...
2. Start turning Analysis Model into Design Model, starting with some important initial classes.
   * Analysis to Design is e.g. add attribute types (int, array, string); attribute length or size; operations (functions); and/or other constraints. See <http://agilemodeling.com/style/classDiagram.htm> for more on Analysis versus Design models.
   * Initial classes that are good to have converted to Design Model early:
     + Menu class;
     + the most relevant subclasses of the Menu class, e.g. CreateCharacter, CreateCharacterManual;
     + the GameState class;
     + the Character class;
     + the HighScore class;
     + a KeyboardHandler class;
   * What operations do these classes need?
   * What are the data types and sizes of the attributes?
     + For example, Character has a name attribute: what is the type? is there a max length or min length? is there a default value for the name? What operations could there be for Character name, how about for example CreateName() and ChangeName()? What about a SelectRandomName() function?
     + Watch out for attributes that are actually Classes, such as the Character's Location attribute. These are instances of the class so they probably do not need operations defined in for example the Character class.
     + ...
3. Continue converting class diagram into code
   * Menu class and subclasses of Menu class;
   * GameState;
   * HighScores;
   * KeyboardHandler code;
   * ...

At some point, maybe now or later...

1. If making music is appealing...
   * Levels and Boss battle theme music
   * Menu audio tracks
   * Sound effects, e.g. when selecting different various menu items
   * High score music
2. Localization (last semester near the end projects had to add a language option)
3. Brainstorm on icons, background pictures, etc. Openclipart.org is a nice place to get non-commercial open source images. What about menu icons?
4. Background imagery, e.g. Trump's head