Sulyue Wenyao Welgiang Ao

				Days un Z6-Jun 27-Jun 28-Jun 29-Jun 30-Jun 1-Jul 2-Jul 3-Jul 4-Jul 5-Jul 6-Jul 7-Jul 8-Jul 9-Jul 10-Jul 11-Jul 12-Jul 13-Jul 14-Jul 15-Jul 16-																																			
task	sub-task	24-Jun	25-Jun	26-Jun	27-Jun	28-Jun	29-Jun	30-Jun	1-Jul	2-Jul	3-Jul	4-Jul	5-Jul	6-Jul	7-Jul	8-Jul	9-Jul	10-Jul	11-Jul	12-Jul	13-Jul	14-Jul	15-Jul	16-Jul	17-Jul :	8-Jul 19-J	ıl 20-Jul	21-Ju	22-Jul	23-Jul	24-Jul	25-Jul	26-Jul	27-Jul	28-Jul	29-Jul 30	J-Jul 3	:1-Jul 1-/	-Aug
Milestone1	Generate Epic Story and user story				1																								_							$-\!\!-\!\!\!-$	_	_	
	Create GitLab Taskboard				_	_												1		1			-+	-+			_	_	_	1	+	-	+-	+	-+	-	-	-	-
-	Agile Project Management			_	_	1	_						1				_	1		_	_	_	_	_	-+			_	+	_	_	+	+-	+ +	-+	-	-	-	_
-	Ague Project Management  Gantt chart documentation												1				_	1		_	_	_	_	_	-+			_	+	_	_	+	+-	+ +	-+	-	-	-	-
	Frontend design	_				_		_					-				_	1		1 1		-	_	_				1	+	_	_	+	+-	+ +			-		-
-	Frontend design visulisation							_					-				_	+	_	_		_			_	_	+-	_	+	_	+	+	+-	+			-		_
	Define assumptions																																_						_
	assumptions documentation																																1				$\neg$	-	
																																	7				$\neg$	-	_
Milestone2	UML Diagram Design																																					$\equiv$	=
-	Junit test for Enemies (backend)										///C			$\overline{}$																			-			$-\!-\!\!-$	_		
	Junit test for Items (backend)										$\alpha$																						-			$-\!-\!\!-$	_		
	Junit test for Building (backend)				4	4					$\prec$	4—			<b>\</b>			4		4								_		_		4	+-	+		-	-	-	
	Junit test for Card (backend)		_	_		1	_	_		-	$\overline{}$	_		_	$\forall$		_		-	+ -			_	_				_	_	_	_	-	+	+			-+	-+	-
	integration tests (backend)		_	_	1	1	_					-		1	$\times$		_	1		_		_	_	_	-+			_	+	_	_	+	+-	+ +	-+	-	-	-	-
	Implement an MVP in the backend for Enemies (backend)			_	+	+		_				$\neg$	_	_	$\sim$		_	+	_	_		_			_	_	+-	_	+	_	+	+	+-	+			-		_
	Implement an MVP in the backend for Items (backend)											<b>—</b>		-	<b>\</b> /												_						+-	1 1		-	-	-	-
	Implement an MVP in the backend for Building (backend)											$\overline{}$			<i>~</i>												_						+-	1 1		-	-	-	_
	Implement an MVP in the backend for Card (backend)														777																							-	_
	Implement an MVP in the backend for Character (backend)											,		L	> 11.1																								
	Implement an MVP in the backend for menu (backend)																																						
	Implement an MVP frontend (frontend)				1	1																																	
	Automatically moving the Character (backend)														_//_					$\Box$								4				4	—				_	_	
	Changing the game state by using the keyboard (backend)		<u> </u>	1	1	1	<u> </u>								// 1												_	+		<u> </u>	1	+	+-	+		$-\!\!\!+\!\!\!\!-$	$-\!\!\!+$	-	
	Equip the items in the inventory for the battle (backend)		-	-	+	-	-	-	_		_	_	-	_	1-1	_	_	+	-	-	$\vdash$	$\vdash$				_	-	+	+	+	+	+	+-	+		-+	-	-	
-	Use the items in the inventory for improving the health (backend)				4	4								-/	-		<u> </u>	4		4								_		_		4	+-	+		-	-	-	
	Use the gold to buy the items (backend)  Get the items from cards lost due to being the oldest and replaced (backend)	-	+	+	+	+	+	-			<b>—</b>	-	<del>                                     </del>	-//	_ ~	,	$\leftarrow$	+	+	$\vdash$	<b>—</b>	$\vdash$	<del></del>	<del></del>			+	+-	+	+-	+-	+-	+-	+	-+	-+	-+	-	$\rightarrow$
	Get the items by picking up off the ground (backend)		_	_	1	1	_						1	H		_	1 1					_	_	_	-+			_	+	_	_	+	+-	+ +	-+	-	-	-	-
	Get the gold by selling spare items (backend)			_	+	+		_					-	Η.			-	-	<del>                                     </del>	_		_			_	_	+-	_	+	_	+	+	+-	+			-		-
	Win Items after the hattle (backend)																_										_						+-	1 1		-	-	-	-
	Update Character state after the battle (backend)													$\vdash$													_						+-	1 1		-	-	-	-
	Putting building cards on the map (backend)													V																			_						
	Map update after each new loop (backend)																																1				$\neg$	-	_
I	Saving and loading the Game progress (backend)																																						
	Control the speed of the game (backend)																	,																					
	Health and damage for enemies (backend)																	(																				$\equiv$	
	Battle radius and support radius for enemies (backend)																	_ \	2 (										_							$-\!\!-\!\!\!-$	_	_	
-	Spawn for enemies (backend)				4	4												4	)									_		_		4	+-	+		-	-	-	-
-	Special characteristic for enemies (backend)		_	_		1	_	_			_			_			_		_	7			_	_				_	_	_	_	-	+	+			-+	-+	-
-	Different game modes (backend) Achieve goals (backend)		_	_	1	1	_						1				_	1	_			_	_	_	-+			_	+	_	_	+	+-	+ +	-+	-	-	-	-
-	Debug (backend)			_	+	+		_					-				_	+		_					_	_	+-	_	+	_	+	+	+-	+			-		-
	Add features to the frontend (frontend)																												1	1			+	1 1		-	-	-	-
																•									-			•						•					
Milestone3	UML Diagram Design for new features																												$\rightarrow$										
_	Agile Project Management																												- 550										
-	Junit test for new Enemies (backend)																										5		( ( e	_			-			$-\!-\!\!-$	_		
-	Junit test for new Items (backend)				4	4												4		4								_		_		4	+-	+		-	-	-	-
-	Junit test for new rare items and mode (backend) integration tests (backend)			_		1		_			_			_			_		-	+ -	_		_	_			AH/A	_	/		_	-	+	+			-+	-+	-
-				_		1		_			_			_			_		-	+ -	_		_	_			(T) X			_	_	-	+	+			-+	-+	-
-	MVP for new Enemies (backend)  MVP in the backend for Items (backend)		_	_	1	1	_						1				_	1		_		_	_	_	-+		1 4		5		_	+	+-	+ +	-+	-	-	-	-
l F	MVP in the backend for new rare items and mode (backend)																										_		5	× ×			+-	1 1		-	-	-	-
	Implement new features MVP frontend (frontend)																													TXT						-	-	$\neg$	
	Health and damage for new enemies																																				=		
	different battle radius and support raduis for enemies																												L C	3 /									
	experience after defeating enemies				1	1												1												//									
	new rare items																											4	$\perp$			1//	—	$\bot$			_	_	
_	confusing mode																													S.									
-	win new items from battle																																			$-\!-\!\!-$	_		
-	new items to sell at hero castle				4	4												4		4								_		7				_		-	-	-	
-	new enemies spawn		_	_		1		_			_			_			_		-	+ -	_		_	_				_	_	_	_	$\downarrow$					-+	-+	-
H	new goals to achieve extra deatures design and UML	1	1	-	+	+	1	-	-				1				-	+	1	$\vdash$	$\vdash$	+	-+	-+	-+	-+	+	+-	+-	+	+-	_	312 6		$\overline{}$	-+	-	$-\!$	-
	Epic story and user story for extra design	1	1	-	+	+	1	-	-				1				-	+	1	$\vdash$	$\vdash$	+	-+	-+	-+	-+	+	+-	+-	+	+-	+-			<u> </u>	-+	-	$-\!$	-
	load the game (backend)		<del>                                     </del>	<del>                                     </del>	+	+	<del>                                     </del>	-					_		<del>                                     </del>		<del>                                     </del>	+	_	-	-	++	-+	-+			+	+	+	+	+	+	-	77119		-	$\neg$	-	-
	music playing(backend)																										1	1		1		1					ightharpoonup	$\overline{}$	
	extra zombie																																	1/3			_	$\sim$	
	Implement new features MVP frontend (frontend)																																						
	Debug (backend)																																					V.	
	Game intro display (frontend)																											4				4	—		$\overline{}$				
			<u> </u>	1	1	1	<u> </u>										1	1		$\vdash$							_	+		<u> </u>	1	+	+-	+		$-\!\!\!+\!\!\!\!-$	$-\!\!\!+$	-	
			-	-	1	1	-										-	1	<u> </u>	1		$\vdash$						+	4	<b>↓</b>	4	+	+	+			_		
			-	-	+	-	-	-	_		_	_	-	_	_	_	-	+	-	-	$\vdash$	$\vdash$				_	-	+	+	+	+	+	+-	+		-+	-	-	
		-	+	+	+	+	+	-			<b>—</b>	-	-		-	<b>—</b>	+	+	-	$\vdash$	<b>—</b>	$\vdash$	<del></del>	<del></del>			+	+-	+	+-	+-	+-	+-	+	-+	-+	-+	-	_
		1	1	-	+	+	1	_	-				1				-	+	1	$\vdash$	$\vdash$	+	-+	-+	-+	-+	+	+-	+-	+	+-	+-	+-	+	-+	-+	-	$-\!$	-
			<del>                                     </del>	<del>                                     </del>	+	+	<del>                                     </del>	-	_				_		<del>                                     </del>		<del>                                     </del>	+	_	-	$\vdash$	++	-+	-+			+	+	+	+	+	+	+-	+	-	-+	-	-	-
																											1	1		1		1	1	1 1		-	-	$\neg$	
																											1	1		1		1	1	1 1		-	-	$\neg$	
																											-						-				-	-	_