

COMP2511 W18A Project Management Milestone 1&2

-- TimeLine for each member

- The order of Timelines are from Top to down, base on Priority.
- The tasks descriptions are based on the User Stories of each member, roughly.
- The unit of story point is hour by default

Backend

Mian Yu (Z5212781)

TimeLine(week)	Story Point	Task
4,5		Card and Building design & requirement analysis
6	4	Hero Castle
6	1	Card-slot
6	3	Vampire Catle
6	3	Zombie Pit
6	2	villiage
6	2	Brracks
6	2	Trap
6	2	Campfire
7	2	Tower
6,7		Testing

Ruiqi Xie (Z5141973)

TimeLine(week)	Story Point	Task
4,5		Character and enemies design & requirement analysis
6	6	Walk and fight(character)
6	4	Pick up and drop equipment(chcharacter)
6	5	Alias to help battle(chcharacter)
6	4	Zombies
6	5	Vampires
7	2	Slugs
6,7		Testing

Xu Gao (Z5295633)

TimeLine(week)	Story Point	Task
4,5		Equipment design & requirement analysis
6	3	Currency(Gold)
6	3	Health potion
6	3	Armour
6	3	Sword
6	3	Shield
6	3	Helmet
6	3	Stake
7	4	Staff
7	3	One ring
6,7		Testing

Zhaocheng Li (Z5212992)

TimeLine(week)	Story Point	Task
4,5		Human interaction & UI design & requirement analysis
6	5	Purchase and sell equipments
6	4	Found building using card
6	1	Pause the game
7	2	Equip or replace suitable equipment
7	2	Compare equipment
6,7		Testing

Zhiqing Cen (Z5212886)

TimeLine(week)	Story Point	Task
4,5		Mode and Goal design & requirement analysis
6	>6	Goal in Standard Mode
6	>6	Standard Mode
6	1	Goal in Survival Mode
6	1	Survival Mode

TimeLine(week)	Story Point	Task
7	1	Goal in Berserker Mode
7	1	Berserker Mode
6,7		Testing

Frontend (Implement and test in week 7)

Author	Priority(highest:1)	Story Point	Task
Zhaocheng Li	1	3	Drag and Drop cards
	2	3	Loading the Path
Mian Yu	1	3	Display character/card/enemies/buildings/items
	3	3	Set up building by Dropping the card
Xu Gao	2	3	Removal of defeated enemies/used cards
	1	2	Functional main menu
Ruiqi Xie	1	4	Character moves clockwise
	2	4	enemies move automatically and randomly
Zhiqing Cen	4	2	Pause Game

milestone 3

Mian Yu (Z5212781)

TimeLine(week)	Story Point(hour)	Task
9	3	test & backend: add feature when card equip
9	2	frontend: link card equip action to backend
10	4	frontend: show if card can be place on tile
10	3	test & backend & frontend: super tower(extension item)

Ruiqi Xie (Z5141973)

TimeLine(week)	Story Point(hour)	Task
9	1	Equipment design & requirement analysis
9	2	refactor: LoopManiaWorld and enemies
9	6	test & backend & frontend: boss Doggie
9	6	test & backend & frontend: boss Elan Muske

TimeLine(week)	Story Point(hour)	Task
10	2	frontend: randomly spawn equipments

Xu Gao (Z5295633)

TimeLine(week)	Story Point(hour)	Task
9	1	Equipment design & requirement analysis
9	3	test & backend & frontend: Anduril
9	3	test & backend & frontend: TreeStump
10	4	frontend: display equipments correctly in sequency
10	4	frontend: equip equipments correctly

Zhaocheng Li (Z5212992)

TimeLine(week)	Story Point(hour)	Task
9	1	Equipment design & requirement analysis
9	2	refactor: LoopManiaWorld milestone 2 code
10	3	test & backend & frontend: transport(extension item)
10	3	test & backend & frontend: super tower(extension item)

Zhiqing Cen (Z5212886)

TimeLine(week)	Story Point(hour)	Task
9	1	Equipment design & requirement analysis
9	1	update JSON files: rare items, goal
9	2	test & backend & frontend: mode selection
9	2	frontend: win page, lose page
9	2	frontend: effects music and background music
10	3	test & backend & frontend: new boss goal
10	2	test & backend & frontend: doggie coin sell in shop
10	4	test & backend & frontend: new mode
10	6	test: backend & frontend tests, find possible bugs before most merge request