## Agenda - 1:  Weekly Meeting Date

**Division of Labor for This Week:**

| Assignment 1 | Brainstorm | Draft | Elaboration | Revision | Final |
|---|---|---|---|---|---|
| **A. Use Cases** | Team | Team | Mehmet Kantar<br><br>Halil İbrahim Kanpak | Mehmet Kantar<br><br>Halil İbrahim Kanpak | Team |
| **B. Use Case Narratives** | Mehmet Kantar<br><br>Halil İbrahim Kanpak | Mehmet Kantar<br><br>Halil İbrahim Kanpak | Mehmet Kantar<br><br>Halil İbrahim Kanpak | İrfan Can Beşer | Team |
| **C. Use Case Diagram** | Team | Mehmet Kantar<br><br>Halil İbrahim Kanpak | Mehmet Kantar<br><br>İrfan Can Beşer | İrfan Can Beşer | Team |
| **D. Domain Model** | Utku Çubukçu | Utku Çubukçu | Utku Çubukçu | Mehmet Kantar | Team |
| **E. System Sequence Diagrams** | İrfan Can Beşer | İrfan Can Beşer | İrfan Can Beşer | Ahmet Umut Akduman<br><br>Abdullah Yusuf Yıldırım<br><br>Toygar İlhan Bozkurt | Team |
| **F. Operation Contracts** | Abdullah Yusuf Yıldırım<br><br>Toygar İlhan Bozkurt | Abdullah Yusuf Yıldırım<br><br>Toygar İlhan Bozkurt | Abdullah Yusuf Yıldırım<br><br>Toygar İlhan Bozkurt | Halil İbrahim Kanpak<br><br>İrfan Can Beşer | Team |
| **G. Vision, Glossary, Supplementary Specifications** | Ahmet Umut Akduman | Ahmet Umut Akduman | Ahmet Umut Akduman | Utku Çubukçu | Team |

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| **H. Meeting Agenda** | Team | Mehmet Kantar<br><br>İrfan Can Beşer | Mehmet Kantar<br><br>İrfan Can Beşer | Team | Team |

**Plan for Next Week:**

We are planning to work on the motion mechanism design, detailed specifications of enchantments, menu details, and build mode research next week. We will have a draft of the motion mechanism design, detailed specifications of enchantments, menu details, and build mode Road Map. We will finish ….

**Division of Labor for Next Week:**

| Assignment 2 | Brainstorm | Draft | Elaboration | Revision | Final |
|---|---|---|---|---|---|
| **A. Motion Mechanism Design** | Team | Utku Çubukçu<br><br>Ahmet Umut Akduman | TBD* | TBD* | Team |
| **B. Detailed specifications of enchantments Road Map** | Team | Halil İbrahim Kanpak<br><br>Mehmet Kantar | TBD* | TBD* | Team |
| **C. Menu Details Road Map** | Team | İrfan Can Beşer | TBD* | TBD* | Team |
| **D. Build Mode Road map** | Team | Abdullah Yusuf Yıldırım<br><br>Toygar İlhan Bozkurt | TBD* | TBD* | Team |

*: Will be finalized after the Brainstorm phase and the topics are covered in class

**Assessment of Success:**

We were planning to determine Use Cases, write Use Case Narratives, Operation Contracts, and Vision, Glossary, Supplementary Specifications, draw Use Case Diagram, Domain Model, and System Sequence Diagrams. We accomplished what we were planning to do for the previous week. Few topics missing/needing clarification are the procedure for enchantment collection and the order of building halls as explained in the Open Issues & Questions section in more detail. There are parts left for possible updates such as use cases, system sequence diagrams, and operation contracts based on the answers that we get for the questions below.

**Open Issues & Questions:**
- ➢ Will the enchantments be in the chests or should they explicitly appear in one of the squares in which no object exists?
- ➢ Will the player have the flexibility of building the halls in a random order and the system check the minimum number of objects criteria for all halls altogether after building all the halls or will the player build the halls in the order as in the play mode and the system check the minimum number of objects criteria for a hall before passing to the next hall? Can we select any of two ways as our design choice?