COMP2511: Agile Project Management

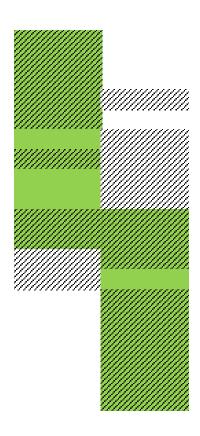F13A_AERO: Frank Su, Elijah Lee, Owen Tang, Nathan Cao

Major Project - Loop Mania

NUMBER	TASK	AUTHOR	START DATE	END DATE
Milestone 1	**Requirements Analysis and Preliminary Design**			
3.2	Requirements Analysis	Frank Su	25/6/21	2/6/21
3.3	Agile Project Management	Elijah Lee	25/6/21	2/6/21
3.4	UML Design	Owen Tang	25/6/21	2/6/21
3.5	Assumptions	All	25/6/21	27/6/21
3.6	Low-Fidelity UI Design	Nathan Cao	25/6/21	2/6/21
Milestone 2	**Domain Modelling and Implementation**			
4.3	Assumptions	All		
4.1_1	UML Design - #1	Elijah Lee		
4.1_2	UML Design - #2	Frank Su		
4.5	Backend MVP	Owen Tang		
4.5	Frontend MVP	Nathan Cao		
A1.1-2T	Tests for Items - A1	Frank Su		
AT1.3T	Tests for Money - A1	Nathan Cao		
AT1.4T	Tests for Consumables - A1	Owen Tang		
A2T	Tests for Enemies - A2	Elijah Lee		
B1T	Tests for Buildings/Traps - B1	Owen Tang		
C1.1-2T	Tests for Pausing/Unpausing - C1	Nathan Cao		
C1.3T	Tests for Saving - C1	Frank Su		
C2.1T	Tests for Game Modes - C2	Elijah Lee		
C2.2T	Tests for Completion Goals - C2	Owen Tang		
4.4	Frontend Implementation	Nathan Cao		
A1.1	Regular Items	Frank Su		
A2.1	Spawning of enemies	Elijah Lee		
A2.2	Enemy drops	Elijah Lee		
B1.1	Building cards	Owen Tang		
B1.2	Trap cards	Owen Tang		
A1.2	Rare items	Frank Su		
A1.3	Money	Nathan Cao		
A1.4	Consumables	Owen Tang		
C1.1	Ability to pause	Nathan Cao		
C1.2	Ability to unpause	Nathan Cao		
C1.3	Ability to save	Frank Su		
C2.1	Game modes	Elijah Lee		
C2.2	Completion for non-endless mode	Owen Tang		
Milestone 3	**Evolution of Requirements and Extensions**			
B_ExtT	Tests for A - Bosses	Elijah Lee		
A_ExtT	Tests for A - Rare Items	Frank Su		
C_ExtT	Tests for C - Composite Goals	Owen Tang		

B_ExtT	Tests for B - BattleLog	Elijah Lee
A_ExtT	Tests for A - Crits	Eljiah Lee
A_ExtT	Tests for A - Block Behaviour	Frank Su
T	Coverage Tests	Owen Tang
A_ExtT	Shop Generation	Owen Tang
A_Ext1	Rare Item: Anduril	Frank Su
B_Ext2	Critical Strikes	Elijah Lee
4.4	Victory/Defeat Screens	Nathan Cao
4.4	Front-end: Goals	Nathan Cao
A_Ext3	Block Behaviour	Frank Su
4.4	Front-end: UI	Nathan Cao
4.4	Placeable Buildings in Application	Nathan Cao
C_Ext1	Composite Goals - reading JSON	Owen Tang
B_Ext3	Tiered Reward Randomiser	Elijah Lee
A_Ext2	Rare Item: Tree Stump	Frank Su
4.4	Front-end: BattleLog	Nathan Cao
B_Ext4	Battle Logs	Elijah Lee
B_Ext1	Spawn Buildings Refactoring	Owen Tang
A_Ext4	Shop Interactions	Owen Tang

DEADLINE 1		DEADLINE 2			DEADLINE 3	
Week4	Week5	Week6	Week7	Week8	Week9	Week10

Frank Su

NUMBER	TASK	AUTHOR	START DATE	END DATE	DEADLINE 1	
					Week4	Week
Milestone 1	**Requirements Analysis and Preliminary Design**					
3.2	Requirements Analysis	Frank Su			//////	
Milestone 2	**Domain Modelling and Implementation**					
4.1_2	UML Design - #2	Frank Su				
A1.1-2T	Tests for Items - A1	Frank Su				
C1.3T	Tests for Saving - C1	Frank Su				
A1.1	Regular Items	Frank Su				
A1.2	Rare items	Frank Su				
C1.3	Ability to save	Frank Su				
Milestone 3	**Evolution of Requirements and Extensions**					

Elijah Lee

NUMBER	TASK	AUTHOR	START DATE	END DATE	DEADLINE 1	
					Week4	Week
Milestone 1	**Requirements Analysis and Preliminary Design**					
3.3	Agile Project Management	Elijah Lee				
Milestone 2	**Domain Modelling and Implementation**					
4.1_1	UML Design - #1	Elijah Lee				
A2T	Tests for Enemies - A2	Elijah Lee				
C2.1T	Tests for Game Modes - C2	Elijah Lee				
A2.1	Spawning of enemies	Elijah Lee				
A2.2	Enemy drops	Elijah Lee				
C2.1	Game modes	Elijah Lee				
Milestone 3	**Evolution of Requirements and Extensions**					

Owen Tang

NUMBER	TASK	AUTHOR	START DATE	END DATE	DEADLINE 1	
					Week4	Week
Milestone 1	**Requirements Analysis and Preliminary Design**					
3.4	UML Design	Owen Tang				
Milestone 2	**Domain Modelling and Implementation**					
4.5	Backend MVP	Owen Tang				
AT1.4T	Tests for Consumables - A1	Owen Tang				
B1T	Tests for Buildings/Traps - B1	Owen Tang				
C2.2T	Tests for Completion Goals - C2	Owen Tang				
B1.1	Building cards	Owen Tang				
B1.2	Trap cards	Owen Tang				
A1.4	Consumables	Owen Tang				
C2.2	Completion for non-endless mode	Owen Tang				
Milestone 3	**Evolution of Requirements and Extensions**					

Nathan Cao

NUMBER	TASK	AUTHOR	START DATE	END DATE	DEADLINE 1	
					Week4	Week
Milestone 1	**Requirements Analysis and Preliminary Design**					
3.6	Low-Fidelity UI Design	Nathan Cao				
Milestone 2	**Domain Modelling and Implementation**					
4.5	Frontend MVP	Nathan Cao				
AT1.3T	Tests for Money - A1	Nathan Cao				
C1.1-2T	Tests for Pausing/Unpausing - C1	Nathan Cao				
4.4	Frontend Implementation	Nathan Cao				
A1.3	Money	Nathan Cao				
C1.1	Ability to pause	Nathan Cao				
C1.2	Ability to unpause	Nathan Cao				
Milestone 3	**Evolution of Requirements and Extensions**					