MileStone 1 TimeLine

Scientia Manu et Mente

Harrington,Micheal,Tai-Jung,Zijian
26/06/2021

Team Members:

Heng Peng Haritong Chen,

Micheal, Mitchell,

Tai-Jung Yeh,

Zijian Yue

TimeLine:

MileStone 1:

Tasks:

1.UML diagram

2.Epic stories and User stories

3.Acceptance criteria

4.Assumptions

5.TimeLine

1.26/6/2021 8:00pm - 10:00pm(Sat) -- Meeting 1

1. Discuss the requirements

2. Each of the team members is allocated several paragraphs from the project description and are required to come up with possible requirements, and write one eqic and one user story for the allocated section of the requirement.

3. Draft of the project assumptions
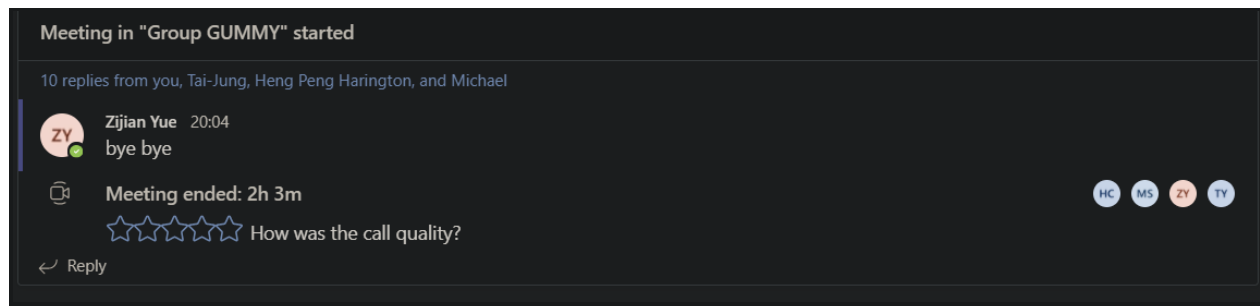
2.27/6/2021 8:00pm - 9:00pm (Sun) -- Meeting 2 (All activities are participated by all team members)

> 1.Combine the individual user stories into an integrated one(first draft of user stories)
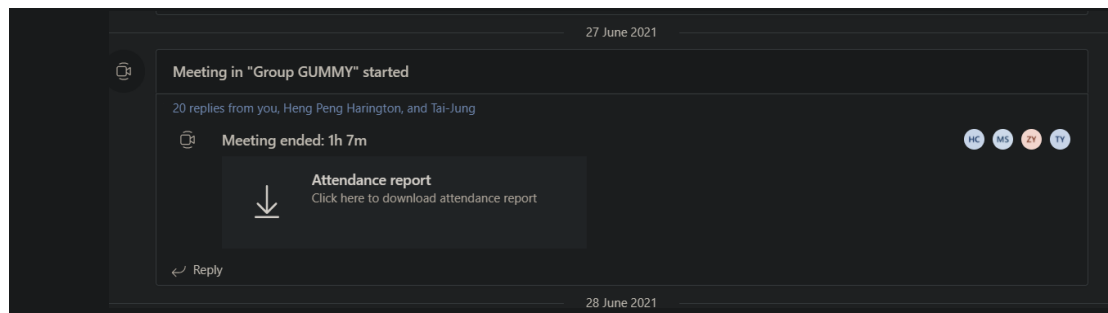
29/6/2021(Tue)

> 1. Attending help session to get feedback from tutor about user story and epic story

30/6/2021 8:00pm - 10:30pm (Wed) -- Meeting 3

> 1.The draft of the uml diagram

> 2.fix the epic stories and user stories

> 3.discussed the frontend design as a group

> 4.Split the group to two parts for tomorrow's activity(Albert and James will concentrate on finalising the user stories, and issue all the user stories to gitlab, Harrington and Michael will be concentrating on the first draft of low fidelity frontend design.

1/7/2021 5:00pm - 7:00pm (Thu) -- Meeting 4

1. The draft of frontend design

2.The final draft of the epic stories and user stories

3.all the epic stories and user stories are pushed onto the issues board

4.fix UML diagram

5.Attending help session as group
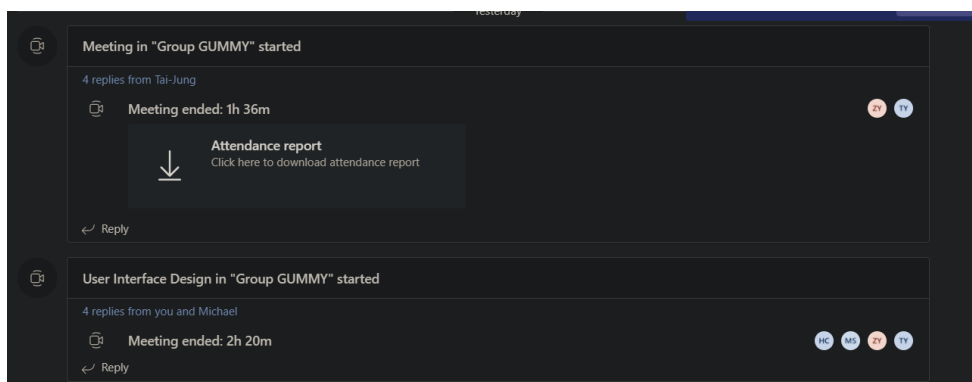
2/7/2021 12:00pm - 3:00pm (Fri) - Meeting 5

1.Finalisze acceptance criteria

2.Finalise assumptions

3.Finalise UML diagram

4.Finalise timeline

2/7/2021 5:00pm - 8:00pm (Fri) - Meeting 6

1. Continue meeting 5 (ended early due to tutorial)

2. Ask tutor for feedback

3. Edit work accordingly from feedback

4. Fix everything

MileStone 2

Implementation and testing for:

- Health System (10 points)
- Goals(Tree) (7 points)
- Game Mode (3 points)
- Enemies (15 points)
- Buildings (19 points)
- Items (26 points)
- World (15 points)
- Trading System (32 points)
- Combat (19 points)
- UML Diagram

Plans(note: the actual arrangement might slightly different with plan)

Every person is allocated around 35 points.

Task span is based on the priority metrics calculated.

Tai-Jung Yeh:

- Testing: Week 6 Monday to Week 6 Thursday
- Health System: Week 6 Friday to to Week 6 Monday
- Goals: Week 6 Friday to Week 6 Sunday
- Game mode: Week 7 Wednesday to Week 7 Friday
- Enemies: Week 6 Friday to Week 7 Wednesday
- UML diagram: Week 6 Thursday to Week 7 Wednesday

Harington Chen:

- Testing: Week 6 Monday to Week 6 Thursday
- Buildings: Week 6 Friday to Week 6 Tuesday
- World: Week 7 Friday to Week 7 Tuesday
- UML diagram: Week 6 Friday to Week 7 Thursday

Michael Shi:

- Testing: Week 6 Monday to Week 6 Thursday
- Trading: Week 6 Thursday to Week 7 Monday
- Combat: Week 7 Monday Friday to Week 7 Thursday
- UML diagram: Week 6 Monday to Week 7 Sunday

ZijianYue:

- Testing: Week 6 Monday to Week 6 Thursday
- Items: Week 6 Friday to Week 6 Tuesday
- Combat: Week 6 Friday to Week 7 Monday
- UML diagram: Week 6 Thursday to Week 7 Sunday

MileStone 3

Discuss on design and user stories on week 8 (to also let group members catch up on other classes) , implementation in week 9

Implementation and testing for:

Leftover from milestone 2

- FrontEnd
  - Character stats display
  - Entity Images
  - Building placement
  - Inventory dragging
  - Goals
  - Win Lose Screen
  - Trading System
- Goals(Tree)
- Game Mode
- Combat
- Trading System
- Inventory

Milestone 3

- Bosses
- New rare items
- Extensions

Tai-Jung Yeh:

- Testing/developing: Week 6 Monday to Week 6 Thursday
- (loopmanian world, and fix all other classes on the backend)
- Entity Images: Week 9 Monday to Week 9 Tuesday
- Inventory : Finish by Week 9 Thursday
- Character Stats: Week 9 Wednesday, should finish by Saturday
- Building Placement: Week 9 Tuesday, should finish by Friday
- Elan Muske: By Week 9 Friday
- DoggieCoin: Finish by Week 9 Friday
- Combat: Finish with Zijian by Week 9 Friday
- Extension: cheat menus: Week 9 Saturday
- Update UML and user stories for Elan, DoggieCoin and Doggie by Week 9 Tuesday

Harington Chen:

- Do frontend testing/development: Week 8 Monday to Week 9 Sunday
- Implement javadocs: finish by Week 9 Saturday
- Do goals backend: finish by Week 9 Saturday
- Next do shop backend: finish by Week 9 Wednesday
- Aspects of Goals back end: finish by Week 9 Friday
- Do Update UML for goals
- Aspects Game mode frontend: finish by Week 9 Saturday

Michael Shi:

- Do frontend testing/development: Week 8 Monday to Week 9 Sunday
- Implement shop backend: finish by Week 9 Saturday
- Do Shop frontend: finish by Week 9 Saturday
- Next finish Goals front end : finish by Week 9 Wednesday
- Aspects of Goals back end: finish by Week 9 Friday
- Do Update UML for goals
- Aspects Game mode frontend: finish by Week 9 Saturday

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ZijianYue:

- Testing/developing: Week 6 Monday to Week 6 Thursday
- (loopmanian world, and fix all other classes on the backend)
- Drag and drop: Week 9 Monday to Week 9 Friday (attend help sessions on Monday, Wednesday and Saturday)
- Doggie : Week 9 Friday
- Flame of Anduril and TreeStump: Week 9 Thursday
- Combat: Finish with Tai-Jung by Friday
- Extension music: Week 9 finish by Saturday or Sunday
- Update UML and user stories by Week 9 Tuesday for new items and Doggie