



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

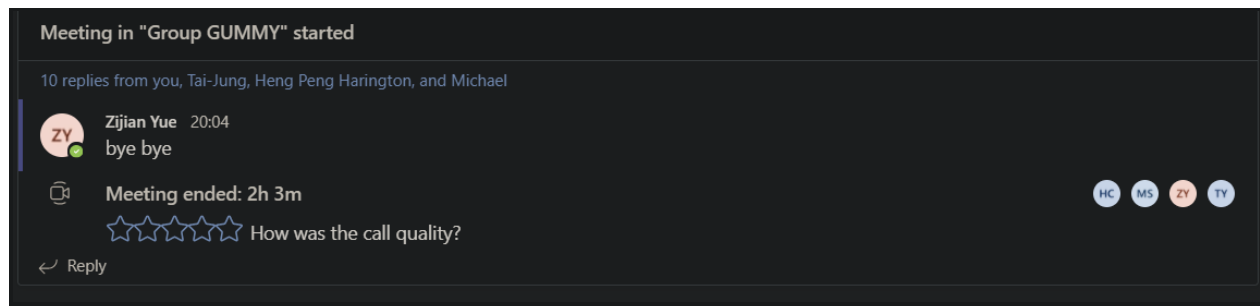
5.TimeLine

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

1. Discuss the requirements

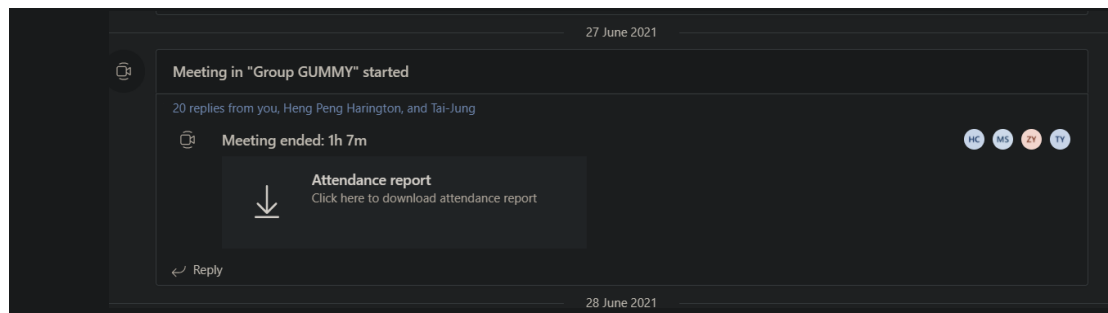
2. Each of the team members is allocated several paragraphs from the project description and are required to come up with possible requirements, and write one epic and one user story for the allocated section of the requirement.

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

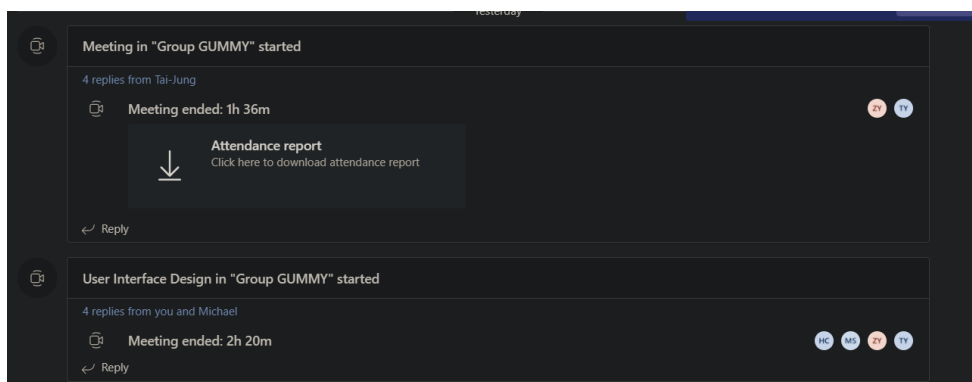
3.discussed the frontend design as a group

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

A screenshot of a Slack message from a user with the profile picture 'ZY'. The message is from 'Zijian Yue' sent 'Yesterday 19:08' and says 'Scheduled a meeting'. Below this is a blue header bar with a calendar icon, '(no title)', 'Friday, 2 July 2021 @ 10:00', and a three-dot menu. Below the header, it says '7 replies from you and Michael'. There is a meeting icon and the text 'Meeting ended: 2h 49m'. To the right of this text are four circular avatars labeled 'HC', 'MS', 'ZY', and 'TY'. Below this is a grey box with a download icon and the text 'Attendance report' and 'Click here to download attendance report'. At the bottom left of the message is a 'Reply' button.

A screenshot of a Slack channel named 'Group GUMMY'. The top bar shows 'CS Group GUMMY' with tabs for 'Posts', 'Files', and 'Notes'. On the right, there are buttons for 'Team', 'Meet', and a dropdown menu, along with an info icon and a three-dot menu. Below the top bar, there is a message from 'Lina Ji' asking to check assumptions, with a 'Reply' button. To the right of this is a blue box for 'Meeting in "Group GUMMY"' with a 'Join' button. Below this is a dark blue header for the meeting, showing 'Meeting in "Group GUMMY"', the time '03:55:07', and avatars for 'ZY', 'HC', 'MS', and 'TY'. There is a 'Join' button. Below the header, it says 'Meeting in "Group GUMMY" started'. There is a 'Collapse all' button and a link to 'See previous replies'. The chat history shows three messages: 1. 'TY Tai-Jung Yeh 17:01 let's go with your idea'. 2. 'HC Heng Peng Harington Chen 17:03 alternatively theres an attack speed attribute for each enemy?'. 3. 'TY Tai-Jung Yeh 17:03 i also thought about that idea but it may be a bit complicated since we need to assume a speed for each enemy'. At the bottom is a 'New conversation' button.

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