

Sprint 1 - Team Contribution Log for Team 24

Task	Student Name	Time taken	Date Started and Completed	Contribution Details
Researching Tech Stack options and completing justification	Selsa Sony	2 hours	15/03/2024	Researched different GUI options such as Swift, JavaAWT and JavaSWT, before deciding on JavaFX. Completed justification for tech stack, including language, GUI, IDE etc
Completing Team Schedule paragraph	Selsa Sony	30 mins	15/03/2024	Added meeting days of the week and how tasks will be distributed
Epic 2: Gameplay User Stories and Acceptance Criteria	Selsa Sony	1 hour	18/03/2024	User stories on gameplay, strategy and memory, including flipping tokens and moving. Also added acceptance criteria
Prototypes for moving out of cave and flipping token cards	Selsa Sony Yokabit Fesshayé	3 hours	26/03/2024	Designed prototypes of the gameboard and actions of player
Justification of Domain Modelling	Selsa Sony	1 hour	26/03/2024	Added SOLID and DRY principles to justify relationships and entities
Domain Model Design	Selsa Sony Yokabit Fesshayé	2 hours	26/03/2024	Assisted in creating the draft for the domain model and finalising the entities, reviewed the overall domain model relationships
Epic 3: Characters	Yokabit Fesshayé	1 hour	26/03/2024	Formulated user stories and acceptance criteria for the character aspect of the game.

Epic 5: Multiplayer	Yokabit Fesshayé	1 hour	26/03/2024	Formulated user stories and acceptance criteria, analysed the requirements for multiplayer functionality.
Domain Model design choices	Yokabit Fesshayé	2 hours	26/03/2024	Discussed domain model choices and analysed alternatives designs..
Assumptions	Yokabit Fesshayé	1 hour	26/03/2024	Wrote about any assumptions made when designing the domain model and the assumptions that directed our choices.
Prototypes for movement around the game board, returning to cave, game board start up	Yokabit Fesshayé	4 hours	27/03/2024	Illustrated various gameplay prototypes for various situations a player might experience.
Epic 1: initialisation and Game Setup	Annie Ho	2 hours	22/03/2024	<ul style="list-style-type: none"> - Formulating the user stories and deciding on the acceptance criteria. - research basics of game startings
Epic 4: Winning scenario	Annie Ho	2 hours	24/03/2024	<ul style="list-style-type: none"> - Formulating the user stories and deciding on the acceptance criteria. - research possible winning scenario pages to visualise what the screen should look like
Domain model design justification for GamBoard, TokenCard, Player, Dragon, Cave	Annie Ho	3 hours	26/03/2024	Wrote paragraphs for each domain entity and talked about the relationship between different entities and talked about why the entity is important

				for the design of the game
UI design for winning scenario	Annie Ho	1 hour	26/03/2024	Designed the potential winning scenario page
Epic 6: Extensions	Navya Balraj	1 hour	26/03/2024	Detailed the extensions for the game and wrote user stories and acceptance criteria
Domain Model Justification for Volcano, Positions, Action, GameLogic, Main	Navya Balraj	3 hours	26/03/2024	Described entities and relationships between them
Prototypes for game set up, selecting players, name players, character selection and selecting the mode	Navya Balraj	2 hours	26/03/2024	Designed game set up pages

Contributor Analytics

Selsa Sony

sson0024

2 commits (sson0024@student.monash.edu)



Annie Ho

ahoo0034

2 commits (ahoo0034@student.monash.edu)



Navya Balraj

Navya Balraj

2 commits (nbal0016@student.monash.edu)



Yokabit Fesshaye

Yokabit Fesshaye

1 commit (yfes0001@student.monash.edu)

