Project Plan

# Methodology

* Weekly sprints aiming to produce an executable version of Property Tycoon
* Holding daily scrums in discussion of work completed the day earlier
  + Any issues are addressed and plan is adjusted
* Using GitHub for version control
* Using Trello to initially plan user requirements in each sprint
  + Share progress of each milestone in sprint
* Using Slack to integrate communication, GitHub and Trello

# First Generation

* Objective
  + Project planning
  + Developing skills such as version control using GitHub
  + Development of initial game objects
    - Eg. Board, Player, propertyCard
* Start Date: 03/02/2020
* End Date: 10/02/2020
* Notes:
  + Using Java as every team member is proficient in Java development
    - Well-documented
    - Wide range of IDEs available with plugins for version control and project dependencies
  + Using Git for version control
    - Open-sourced
    - Integrated with GitHub
      * Easy tutorials to follow as well Chris and Duarte both previously using GitHub to allow for easy upskilling for others
  + Using Trello
    - Open-sourced
    - Easy to use
    - Easy to export into manageable file formats
    - Allows for user stories of sprint to be shown visually
  + Using Maven for dependency management
    - Had issues integrating with Netbeans
      * Resolved by changing global settings file to incorporate https instead of http
    - Chris has used before, so familiar
  + Using third-party open-source ApachePOI library to access and export Excel data

# Second Generation

* Objectives
  + Review of previous sprint
  + Create 2nd Gen Plan
  + Textual-based version of Property Tycoon
  + Basic GUI to support some functions such as buttons
* Start Date: 10/02/2020
* End Date: 17/02/2020
* Notes:
  + Code review of previous version
    - Discuss highlights and lowlights of development cycle
  + Create plan for 2nd generation
    - Check if Trello board was fully completed in first generation
    - Check if PERT is on-time
      * If not, adjust resources
    - Create new list for 2nd sprint
      * Add method to pay rent
  + Text-based version
    - Fully-working text-based game
      * With rent
      * Without houses, hotels, special cards or jail
      * Single player
      * No auctioning
      * No automated agents
      * No mortgage

# Third Generation

* Objective:
  + Review of previous sprint
  + Plan for current sprint
  + Textual version working with all cards + multiple human players
  + GUI updated with previous generation

# Fourth Generation

* Objectives:
  + Previous + houses and hotels
    - Plus auctioning and mortgaging
  + Winning conditions
  + GUI updated with previous

# Fifth Generation

* Objectives:
  + GUI
    - Updating from previous sprint
    - Adding title screen, menus, loading bards, etc.
      * Splash screens

# Sixth Generation

* Objectives:
  + Automous agents
  + Abridged version of game
  + Edge cases