

## **Agenda - 1: Weekly Meeting Date**

### **Division of Labor for This Week:**

| <b>Assignment 1</b>                   | <b>Brainstorm</b> | <b>Draft</b> | <b>Elaboration</b> | <b>Revision</b>   | <b>Final</b> |
|---------------------------------------|-------------------|--------------|--------------------|-------------------|--------------|
| <b>A. Logical Architecture</b>        | Team              | Tahir        | Tahir              | Tahir, Umut       | Team         |
| <b>B. GRASP &amp; Patterns</b>        | Team              | Ferhan       | Umut, Ferhan       | Umut, Ferhan      | Team         |
| <b>C. Class Diagrams</b>              | Team              | Anıl, Tahir  | Anıl, Tahir        | Anıl              | Team         |
| <b>D. Implementation of Use Cases</b> | Team              | Umut, Eren   | Umut, Eren         | Umut, Eren, Tahir | Team         |

### **Plan for Next Week:**

We will:

1. Test the implementation of Phase I functionalities.
2. Ensure Git contributions from all members.
3. Prepare the demo presentation with role assignments.

### **Assessment of Success:**

We planned to:

1. Implement logical architecture.
2. Demonstrate GRASP and patterns (Controller and Singleton).
3. Implement functionalities:
  - Building Mode
  - Hero movement
  - Monster spawning
  - Object interaction
  - Main Menu/Pause/Resume.

### **Accomplishments:**

- Logical architecture and layers completed.
- GRASP patterns and required functionalities implemented.
- All tasks integrated and tested using Git.

**Topics Missing/Needing Clarification:**

- Monster teleportation logic.
- Inventory UI enhancements.

**Parts Left to Update:**

- Add comments for documentation.
- Final polish for the Build Mode UI

**Open Issues & Questions:**

- Are additional enchantments necessary?
- Do we need more test cases for monster behavior?
- Any specific expectations for Build Mode design?