**Agenda - 1: Weekly Meeting Date**

**Division of Labor for This Week:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Assignment 1** | **Brainstorm** | **Draft** | **Elaboration** | **Revision** | **Final** |
| **A.** Logical Architecture | Team | Tahir | Tahir | Tahir, Umut | Team |
| **B.** GRASP & Patterns | Team | Ferhan | Umut, Ferhan | Umut, Ferhan | Team |
| **C.** Class Diagrams | Team | Anıl, Tahir | Anıl, Tahir | Anıl | Team |
| **D.** Implementation of Use Cases | 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?