

GROUP F11B DORITO: Milestone 3 Planning

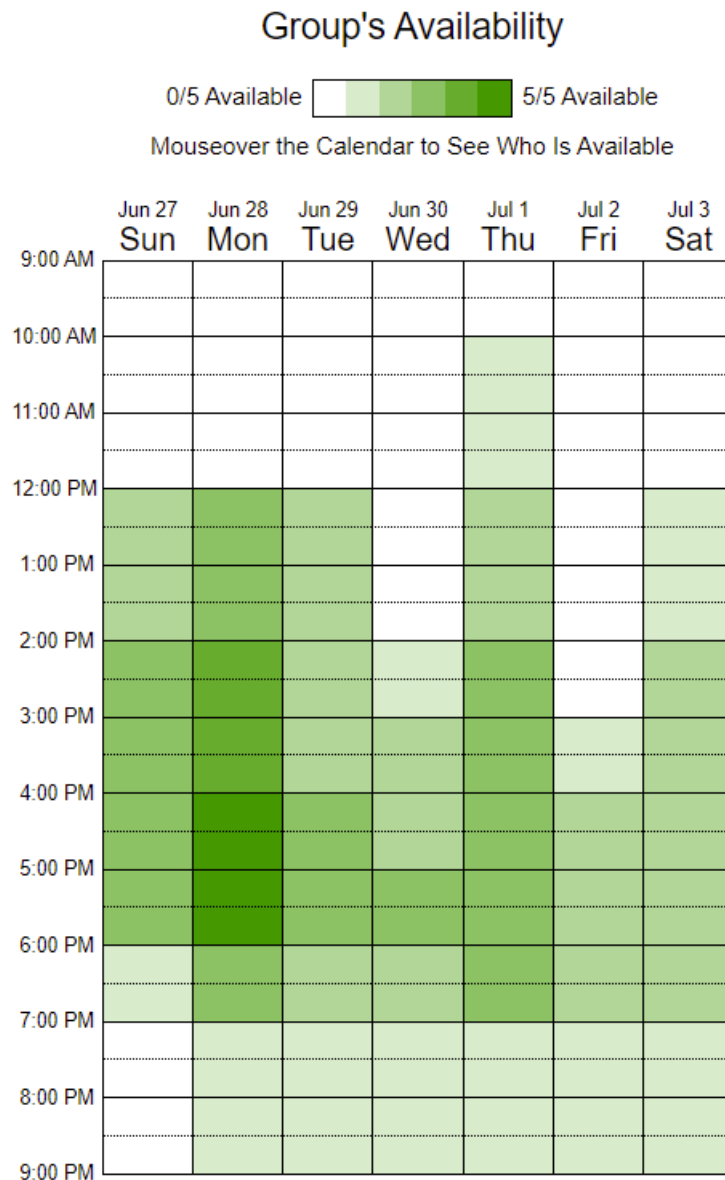
Task Planning Gantt Chart

	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11
M1: Requirements Analysis	Generate Epic Stories and Story Cards							
M1: Planning for M1 and M2	Create Timeline of M1 and M2 objectives, and delegate them							
M1: Initial Design plan and UML Diagram	Draw up UML diagram indicating classes and their relationships							
M1: Initial User Interface Design	Produce an initial design of the game's Frontend							
M2: Design Plan and UML		Update Design and UML from Feedback and with Patterns for M2						
M2: Write JUnit tests for Backend Functions		Write Tests for all Backend Functions to be developed in M2						
M2: Minimally Viable Backend			Implement Character Movement, Buildings, Tile Placement and Battles with Enemies					
M2: Minimally Viable Frontend			Display Tiles, Player Movement and Battles					
M2: Fill out Backend Features				Implement Items, Gold, Experience Goals and Menus				
M2: Fill out Frontend Features					Implement animations in the Overworld and in Battles, as well as a Menu Interface			
M3: Planning					Update Planning chart with new M3 Objectives			
M3: Update UML					Update UML with Milestone 3 new objects			
M3: Implement new Backend Features					Write JUnit Tests, then implement new Bosses, Items, Confusion Mode and new Boss Killing Goal			
M3: Implement new Frontend Features						Add frontend support for update M3 backend requirements		
M3: Implement extensions						Implement Music, Descriptions, Display of Goals and Level-Up system		
Legend:	Cameron Khoo	Jackson Ball	Samuel You	Amon Yokshids	Abrar Dejon	ALL		

Updated to include new Milestone 3 requirements

Meeting Planning

When2meet was used to determine a suitable time for a second weekly meeting, in addition to the meeting during the COMP2511 tutorial at 12pm-2pm on Fridays.



Thus, the period of 4pm-5pm on Mondays was chosen as our second weekly meeting timeslot.