

## GROUP F11B DORITO: Milestone 1 Planning

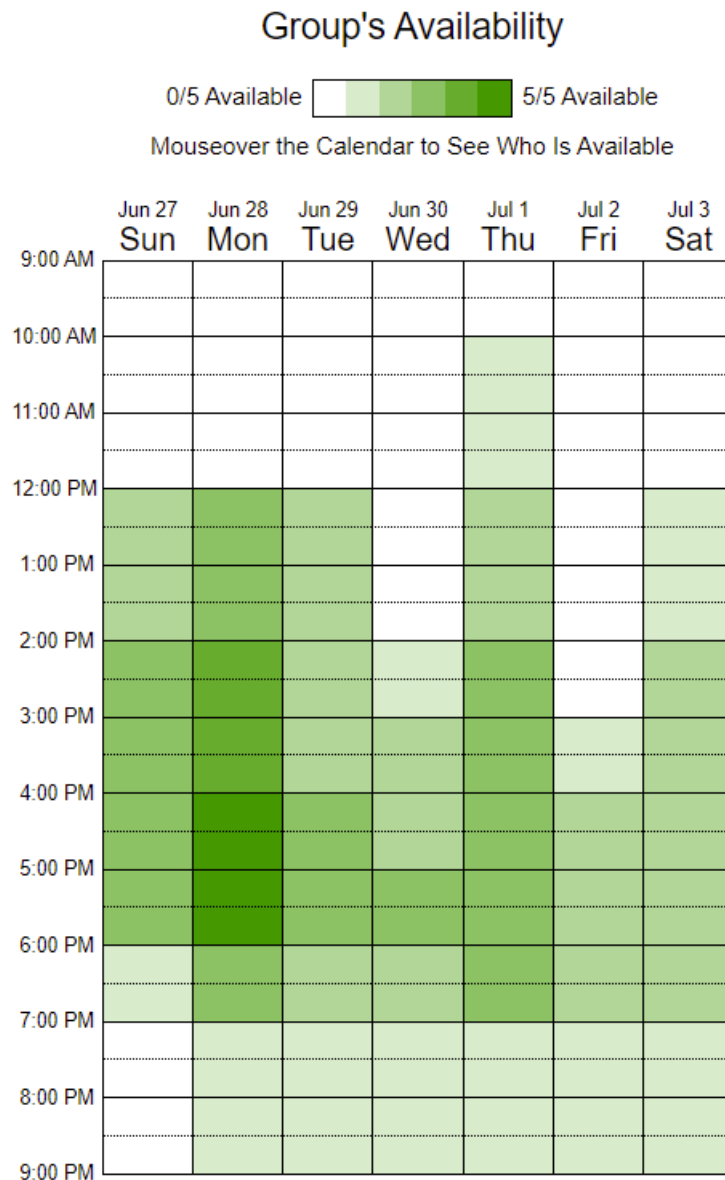
### Task Planning Gantt Chart

	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			
<b>Legend:</b> <span style="display: inline-block; width: 15px; height: 15px; background-color: #f08080; margin-right: 5px;"></span> Cameron Khuu <span style="display: inline-block; width: 15px; height: 15px; background-color: #ffa500; margin-right: 5px; margin-left: 10px;"></span> Jackson Ball <span style="display: inline-block; width: 15px; height: 15px; background-color: #ffff00; margin-right: 5px; margin-left: 10px;"></span> Samuel Yau <span style="display: inline-block; width: 15px; height: 15px; background-color: #90ee90; margin-right: 5px; margin-left: 10px;"></span> Amon Yokshida <span style="display: inline-block; width: 15px; height: 15px; background-color: #0000ff; margin-right: 5px; margin-left: 10px;"></span> Abrar Dejon <span style="display: inline-block; width: 15px; height: 15px; background-color: #800080; margin-right: 5px; margin-left: 10px;"></span> ALL								

Tasks for Milestone 3 will be added to the above chart upon release.

## 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.