Milestone3 Planning

Date	**Meeting details**	**Assign work**
28 / 07 / 2021	**During minutes:** 78 mins (23:00 ~ 00:18) **Attendance:** ● Xin Sun (z5248104) ● Zixuan Guo (z5173593) ● Dianze Dong (z5216985) ● Bingqing Zhang (z5240388) **Discussion:** ✓ Analyze the mark of the milestone2 and find the problem we need to be improved in milestone3. ✓ List works that we did not finish in milestone2 and check the left user stories we continue need to do. ✓ Browse the marking criteria of the milestone3	Xin: Read the changes of the requirement for milestone3 especially for Item and card part. Zixuan: Read the changes of the requirement for milestone3 especially for frontend part. Dianze: Read the changes of the requirement for milestone3 especially for building part. Bingqing: Read the changes of the requirement for milestone3 especially for enemy and battle part.

29 / 07 / 2021	**During minutes (Lab time):** 121 mins (12:05 ~ 14:06) **Attendance:** - Xin Sun (z5248104) - Zixuan Guo (z5173593) - Dianze Dong (z5216985) - Bingqing Zhang (z5240388) **Discussion:** ✓ Talk about the details of the milestone3 for each member's part. ✓ Ask tutor about the feedback of our milestone2 work. ✓ Members do lab marking when tutor calling. ✓ Using the feedback of our milestone2 from tutor to try our best to improve our code structure (UML Graph)	Xin: Improve structures of Item and card part and update corresponding UML Graph. Zixuan: Consider how to finish the requirements of frontend part. Dianze: Improve the structure of building part and update corresponding UML Graph. Bingqing: Improve the structure of enemy part and update corresponding UML Graph.
30 / 07 / 2021	**During minutes:** 414 mins (16:14 ~ 21:08) **Absent:** Dianze Dong (z5216985) **Attendance:** - Xin Sun (z5248104)	Xin: Create factory pattern for item and card part, reduce the use of repetitive functions.

• Zixuan Guo (z5173593) • Bingqing Zhang (z5240388) **Discussion:** ✓ Check yesterdays' assigned work and solve problems ✓ Talk about how the frontend connects to the backend. ✓ Design Pattern	Zixuan: Using methods in the discussion to complete the shop pane, so that buying and selling items can be realized. Dianze: Improve the structure of building part Bingqing: Help Zixuan realize the shop functions.
During minutes: 242 mins (14:20 ~ 18:22) **Attendance:** • Xin Sun (z5248104) • Zixuan Guo (z5173593) • Dianze Dong (z5216985) • Bingqing Zhang (z5240388) **Discussion:** ✓ Check yesterdays' assigned work and solve problems ✓ Interface use attempt ✓ Frontend problems discussion and search info to fix them	Xin: Rebuild the Character and relevant classes, all some interface for character, enemy, item and card. Zixuan: Debug the frontend and try to finish the mode selection requirements. Dianze: Do the test for all backend and improve coverage. Bingqing: Using strategy pattern to rebuild the battle function because Xin change the Character structure and functions.

31 / 07 / 2021

01 / 08 / 2021

During minutes: 179 mins

Attendance:

- Xin Sun (z5248104)
- Zixuan Guo (z5173593)
- Dianze Dong (z5216985)
- Bingqing Zhang (z5240388)

Discussion:

✓ Check our work and prepare to submit

✓ Talk about frontend

✓ Update the UML Graph

Xin: Collect meeting notes and do project management

Zixuan: Finish the limit of getting and using rare items, finish Whether the game is over or win

Dianze: Collect info to complete the user stories

Bingqing: Help Zixuan do frontend and finish the assumptions.