

Meeting 1 - 26/6/2021 (9:10pm - 9:35pm)

Attendees:

- Izaac
- Caleb
- Christopher
- Jefferson

Discussion Point:

- Tasks required for milestone 1
- How to approach tasks required for milestone 1
- Allocation of tasks

Action Items:

- Izaac-Complete 1 epic and user stories. Working on User Design Interface
- Caleb-Complete 1 epic and user stories. Helping on Domain Modelling and UML diagram  
And User Design Interface
- Christopher-Complete 1 epic and user stories. Working on Domain Modelling and UML diagram
- Jefferson-Complete 1 epic and user stories. Working on User Design Interface.

Meeting 2 - 2/7/2021 (2:40pm - 4:00pm)

Attendees:

- Izaac
- Caleb
- Christopher
- Jefferson

Discussion Point:

- Improvements on User Design Interface
- Improvements on UML diagram
- Discussion on task2 tasks
- Allocation of task2 task based on epic stories done

Action Items:

- Izaac- Complete backend code for buildings
- Caleb-Complete backend code for enemies
- Christopher- Complete backend code for combat and helps out for other backend code
- Jefferson-Complete backend code for items

Meeting 3 - 16/7/2021 (2:40pm - 4:00pm)

Attendees:

- Izaac
- Caleb
- Christopher
- Jefferson

Discussion Point:

- What has been achieved since meeting 2
- Progress of work done by group members
- What has to be finished for milestone 2
- Clarified some assumptions

Action Items:

- Izaac- Complete backend code for handling buildings
- Caleb-Complete backend code for handling enemies, battles and allied soldiers
- Christopher- Complete code for frontend gui .
- Jefferson-Complete backend code for handling items, item/character stats, hero castle shop.

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week 4							Meeting to discuss MileStone1 and allocation of tasks
Week 5	Epic Stories  Domain Modelling and UML diagram Domain Modelling and UML diagram	Epic Stories  Domain Modelling and UML diagram Domain Modelling and UML diagram User Design Interface User Design Interface	User Stories  User Design Interface User Design Interface  Start looking at backend code	User Stories  User Design Interface Domain Modelling and UML diagram Assumptions	Meeting to discuss MileStone2 and allocation of tasks  Milestone 1 Due.	Added basic test cases for add/removing items as well as stub functions  Start looking into Front end and javafx code	Backend code for adding items to a full inventory finished.  Backend code for add/removing items finished  Start looking into Front end and javafx code
week7	Start adding drag handlers for different type of entities	Added Drag handlers for cards	Added test cases for enemies  Added barebones functions for enemies  Added Drag Handlers for unequipped inventory items and equipped items	Added basic test cases for character and item stats.Stub functions also added  Created test cases for Buildings  Added stub functions for buildings  Added elements into the GUI, such as gold health exp...	Meeting to discuss progress of group members and any problems members might have ran into  Backend code for character and items stats finished.  Added test cases for using health potions and stub functions.  Finished backend code for using health potion	Added test cases for shop and stub functions for shop.  Edited runBattles behaviour  Added Allied Soldiers  Added testing for allied soldiers and crit strategies	Fixed a shop code to match frontend gui.  Backend code for shop finished.  Fixed some tests and damage behaviour  Edited UML diagram from milestone 1 to align with new design  Worked on tests for buildings  Updated UML for items  Fixed tower functionality

					Implemented shop  Implemented a Damageable interface  Implemented critical strategies for enemies  Added functionality to enemies  Worked on range functions for buildings  Worked on helper functions for buildings	Implemented behaviour for crit strategies  Worked on tests for Buildings  Fixed bugs where dragging out of bounds cause errors	Refined GUI, implemented Goals, rare items, difficulties and fixed bugs
Week8	MileStone2 Due						
Week9							
Week10							

Izaac  
Jeff  
Christopher  
Caleb  
Everyone