MileStone1 meetings
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-Complete1 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.

MileStone2 meetings
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.

MileStone3 meetings

Meeting 4 - 23/7/2021 (1:40pm - 4:00pm)
Attendees:
- Izaac
- Caleb
- Christopher
- Jefferson

Discussion Point:
- Discussed details of milestone 3
  - What new items have to be implemented
  - What extensions could be implemented
- Discussed feedback on milestone2
  - Improving meeting reports
  - Improving code style
  - Making assumptions more specific

Action Items:
- Members decide what features of milestone3 they want to implement or work on.

Meeting 5 - 30/7/2021 (2:40pm - 4:00pm)
Attendees:
- Izaac
- Caleb
- Christopher
- Jefferson

Discussion Point:
- Discussed feedback on milestone3
  - Improving meeting reports
  - Improving code style and design

- Task allocation of milestone 3
  - Jeff - music and sound effects and new items (excluding doge coin)
  - Caleb - fixing and improving test coverage
  - Izaac - music and sound effects, updating UML diagram.
  - Chris - new mobs, new gamemode, doge coin.

Things completed since Meeting 4
- Decided that extensions include music/sound effects and a cursed spawner feature.
- Epic and User stories to reflect extensions for milestone 3.
- Allocation of task for milestone 3

Action Items:
- Izaac- Complete sound effects for buildings and update the UML diagram to account for cursed spawners
- Caleb- Fix gradle test and update/fix any test cases that might cause gradle to fail
- Christopher- Complete implementation of bosses, cursed spawners and doge coin.
- Jefferson- Complete music and sound effects regarding items, enemies and shop.

Issues Faced:
- Media files causing gradle to not work properly. SOLUTION- moved all media files into controller files eg LoopManiaWorldController and LoopMainWorldShopController.

	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					Meeting to discuss details of milestone3 (see above for more details)	
Week9				Started on help menu screen fxml	Added background music Added sound effects for equipping items	Meeting to discuss allocation of task for milestone3 and how to carry out these tasks (see above for more details)	Added more tests Fixed some more broken tests Updated UML

					Added sound effects for entering shop and buying/selling items Added initial cursed functionality Finished help menu screen fxml	Added more tests Fixed a few broken tests Fixed some behaviour in code Added sounds effects for the spawning and death of mobs (excludes slugs) Added sound effects placing and activation of traps Added sounds for buildings Implemented new items, new enemies, new mode and new goals	Added sounds effects for an allied soldier joining the player. Updated UML Added Cursed features to buildings Improved functionality of the program
Week10	MileStone3 Due						

Izaac
Jeff
Christopher
Caleb

Everyone