Team Miscreants

CSIS 2450

***Report 1.2***

***Prior Week Meeting Review:***

Look at notes from weekly meeting

***Prior Week Progress Review:***

Made layout, use cases, OTS document, and work on the requirement document

***Upcoming Week Plan:***

Finish up requirement document (Josh by 10/1/17 at 1700; 2 hours)

Review requirement document (Everyone before class on 10/2; 15 minutes)

***Upcoming Week Meeting Agenda:***

Start coming up with a design and how we want the program to function. (theme)

***Notes from weekly meeting:***

Meeting 9/27/2017

Plan:

Go over requirements for requirements document.

Discuss UI/UFX elements and layout.

Go over plan and reiterate/expound.

What actually happened:

Requirements for requirements doc

Use Cases

start game

completing the game

return to entrance screen

User Interface

create basic layout for 3 screens

Test Cases

will finish by Friday

Discussing UI elements and layout

entrance screen - start button, pick buttons

main game screen - pick things, fill up tiers

win screen - return to entrance screen

Reiterate plan

test scenarios - Trevor

finish interface model - Josh

work on weekly report(template) - Tyler