

# Planning

## Schedule:

Week 6

- Tuesday
  - Discuss Project and Approach
  - Complete a basic UML diagram
- Wednesday
  - Allocate Tickets
    - Allocate Story Points
    - Allocate priority on tickets

Week 7

- Write tests then complete implementation for tickets / functions

## M2 Tickets:

Ticket	Story Points	Priority
newGame()	2	Very High
EntityFactory.Java	2	Very High
MovingEntities	4	High
BuildableEntities	2	Medium
CollectibleEntities	2	High
StaticEntities	3	Very High
tick(Direction)	4	High
tick(String)	2	Medium
build(String)	2	Medium
getDungeonResponseModel()	1	low
goals	3	low
battles	2	low

Week 9:

- Have tests completed and implement tickets / functions

**M3 Tickets:**

<b>Ticket</b>	<b>Story Points</b>	<b>Priority</b>
Persistence	5	Ultra
Sunstone	2	Medium
Logic Switches	3	High
GenerateRandomDungeon	2	Low
TimeTravellingPortal	4	Very High
TimeTurner	2	High
SwampTile	3	High
Scepter	3	Medium
MidnightArmour	2	Medium
Animations	1	Low
Bosses	2	Medium