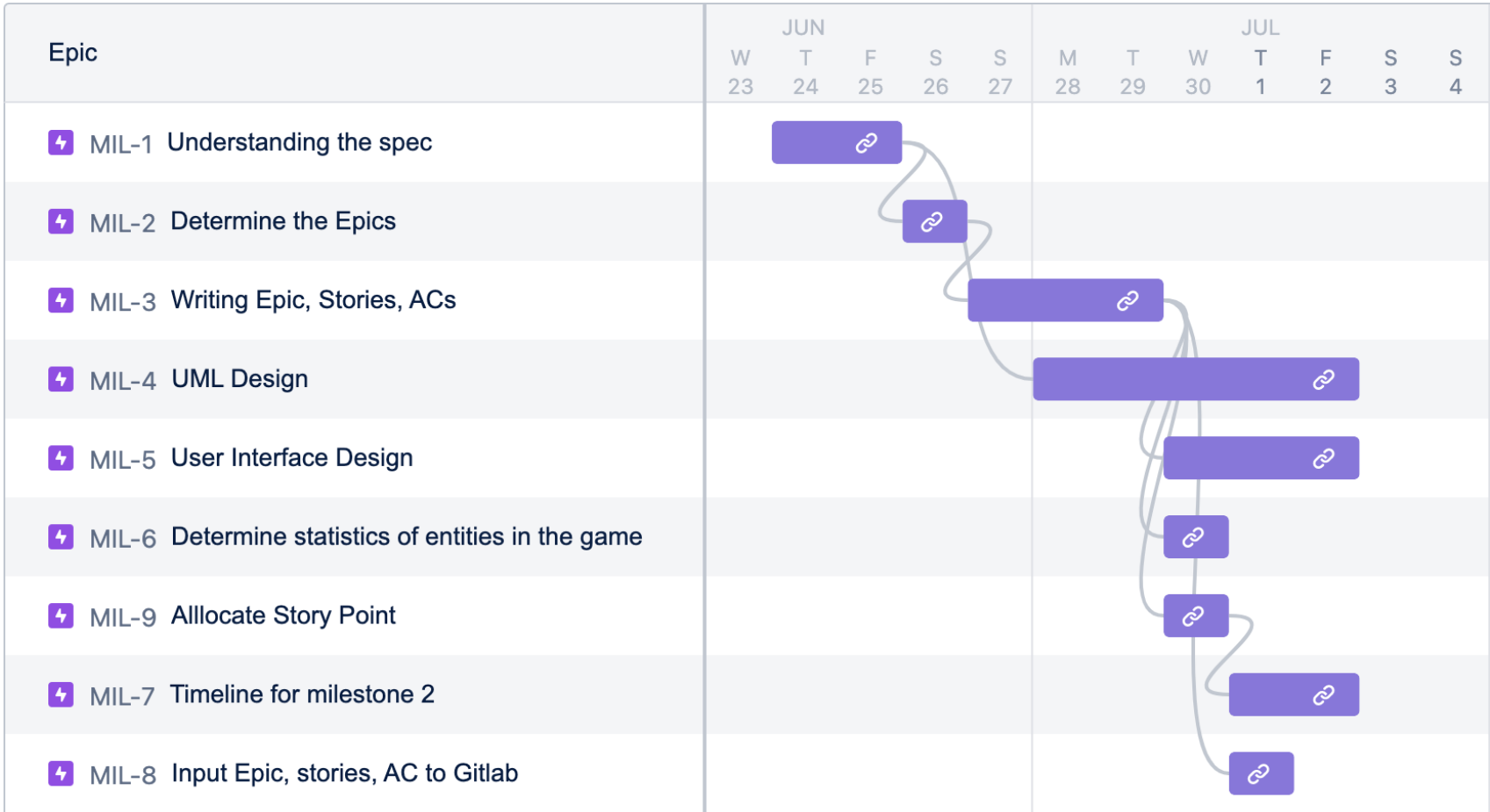


Milestone 1 (23 June - 2 July)

Overall Timespan & Sequencing (Line indicates dependencies)



Allocation of task

1. **Epic, Stories, AC, Assumptions** By 29 June
 - The work is divided by epics. Each member fills in the stories and the acceptance criteria for their allocated epics and add any assumption as they find anything underspecified.

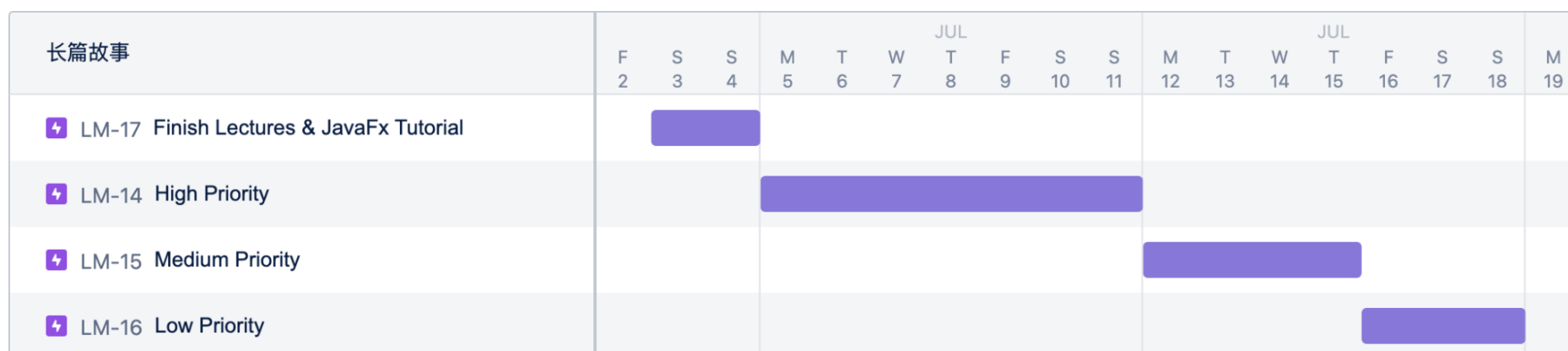
Peter	Buildings, Battle, Game Modes
Ryan	Menu, Rare Item
Xu Tian	Enemies
Tina	Goal, Items
Grace	Health, Gold, Experience
2. **Domain modelling & UML Design** By 2 July
 - Read the start code and then design the system with the employments of design patterns.
 - Assignee: Ryan, Peter
3. **User Interface Design** By 2 July
 - Design the interfaces for the project.
 - Assignee: Tina, Grace
4. **Determine the statistics of the items, buildings, enemies and the character in the game.** By 30 June
 - Through playing the original game, determine preliminary statistics and potential extension to the game.
 - Assignee: Tian
5. **Sequencing, Allocation and Timespan of Tasks for Milestone 2** By 2 July
 - After the completion of epic and stories, collaboratively decide the sequence and allocation of tasks for milestone 2 as well their respective story points.
 - Assignee: Everyone
6. **Input the Epic, stories, AC onto Gitlab Issue Board** By 1 July
 - Move everything on Google docs to the Gitlab Issue Board.

MileStone 2 (3 July - 19 July 10AM)

Remarks

- Dependencies of tasks is represented with lines on the sequencing graph
- Test are to be done prior to each user story and is not written separated from each story on the timeline
- UML is to be done in the testing & debugging stage, hence not written separately on the timeline.

High Level Timespan



High Priority Task Timespan and sequencing



Medium Priority Task Timespan and sequencing



Allocation of Tasks

Colour refers to who will be doing the task, the number next to the user story is the **story points**.

Peter	
Ryan	
Tian	
Tina	
Grace	

High Priority	<p>Epic: Moving Entity</p> <ul style="list-style-type: none">• Slug 2• Zombie 3• Character 4 <p>Epic: Buildings</p> <ul style="list-style-type: none">• Zombie Pit 2 <p>Epic: Item</p> <ul style="list-style-type: none">• Sword 2• Shield 2 <p>Epic: Battle</p> <ul style="list-style-type: none">• Battle radius/ Support radius 3 <p>Epic: User Interaction</p> <ul style="list-style-type: none">• Drag and drop cards 3• Drag and drop equipments 3• Interface 2• Battle [5]
Medium Priority	<p>Epic: Moving Entity</p> <ul style="list-style-type: none">• Vampire 2• Allied Solider 2 <p>Epic: Battle</p> <ul style="list-style-type: none">• Getting rewards 1 <p>Epic: Buildings</p> <ul style="list-style-type: none">• Vampire Castle 3• Tower 4• Village 2• Barracks 3• Hero's Castle 4• Trap 3• Campfire 3• Destroy card when having too many 1 <p>Epic: Item</p> <ul style="list-style-type: none">• Destroy item when having too many [1]• Stake [2]• Health Potion 2• Staff 2• Armour [2]• Helmet [2]• Gold 1 <p>Epic: User Interaction</p> <ul style="list-style-type: none">• Exit 1• Pause 1• Goal 2
Low Priority	<p>Epic: Item</p> <ul style="list-style-type: none">• Rare Item 1

	Epic: User Interaction <ul style="list-style-type: none">Mode 2
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Allocation in Calendar Format

	Mon	Tue	Wed	Thu	Fri	Sat	Sun
3 - 4 July	N/A					<ul style="list-style-type: none">Finish watching all lecturesFinish the tutorials on JavaFx	
5 - 11 July	Meeting		Standup	Standup	Meeting	Meeting	Meeting
	Discuss the source code and how to implement the user stories for high priority tasks Zombie [3] Slug [2] Interface [2] Sword [2]	Zombie Pit [2] Drag and drop equipments [3] Battle radius/ Support radius [3]	Shield [2] Drag and drop cards [3] Character [4] Battle [5]		See if anyone has any difficulties implementing something. If so, help them out.	Test if all high priority user stories are functioning and pass all the tests. See if the game is functioning. If not, debug.	Vampire [2] Allied Solider [2] Hero's Castle [4] Gold [1] Health Potion [2]
12 - 18 July	Standup	Standup	Standup	Standup	Meeting	Standup	Meeting
	Vampire Castle [3] Trap [3] Destroy item when having too many [1] Destroy card when having too many [1] Exit [1] Pause [1]	Staff [2] Barracks [3] Goal [2] Village [2]	Tower [4] Campfire [3] Armour [2] Stake [2]		Test if all medium priority user stories are functioning. Helmet [2]	Mode [2] Rare Item [1]	Test if the whole program is functioning.

Peter	
Ryan	
Tian	
Tina	
Grace	