

## Timeline Planning - F13B\_CAULDRON

### Week 4&5 Milestone 1:

Objective	Asignee	Finish by	Status
Schedule first meeting with the team, week 4 Wednesday 8:30pm.	Team	Wednesday Week 4	Done
Read through Project spec and understand the workload.	Team	Wednesday Week 4	Done
Understand the use of GitLab issues board, epic and cards.	Team	Friday Week 4	Done
Read through the starter code explanation: <a href="https://gitlab.cse.unsw.edu.au/COMP2511/21T2/project-specification/-/blob/master/STARTER_CODE.md">https://gitlab.cse.unsw.edu.au/COMP2511/21T2/project-specification/-/blob/master/STARTER_CODE.md</a>	Team	Sunday week 4	Done
Requirements Analysis - User Story	Guangye Li	Friday week 5	Done
Documenting Time plan and meeting minutes	Sophia	Anytime needed	In progress
Read through starter code to understand the jobs needed to be done	Team	Sunday week 4	Done
Design and UML Diagram discussion	Team	Sunday week 4	Done
Complete UML Diagram	Sixiao Li	Friday week 5	Done
Assumptions discussion and documentation	Team	Friday week 5	Done
Low-Fidelity User Interface Design	Yuanpeng Lu	Friday week 5	Done
Schedule meeting with the team, week 4 Saturday afternoon.	Team	Saturday week 4	Done
Schedule check in meeting with the team to prepare for final check in, week 5 Wednesday 5pm.	Team	Wednesday week 5	Done
Schedule check in meeting with the team, tasks expected to be 90% finished, week 5 Thursday 5pm.	Sop, eth	Friday week 5	Done

### Week 6&7 Milestone 2:

Objective	Asignee	Finish by	Status
Schedule meeting with the team, week 6 Wednesday 6:00pm.	Team	Sunday Week 6	Done

Test and MVP for building and card	Sophia	Sunday week 6	Done
Test and MVP for equipment and items	Peter	Tuesday week 7	Done
Test and MVP for moving entities	Ethan	Tuesday week 7	Done
Schedule next meeting, Sunday Week 6	Team	Sunday week 5	Done
Schedule next meeting, Tuesday Week 7	Team	Tuesday Week 7	Done
Card drop on valid place - frontend	Sophia	Tuesday week 7	Done
Goals - composite pattern	Sophia	Sunday week 7	Done
Battle - support radius and battle radius	Ethan	Friday week 7	Done
Allied Soldier	Ethan	Saturday week 7	Done
Read and check Goals	Sophia	Saturday week 7	Done
Input file - entities	Sophia	Sunday week 7	Done
Short meeting Monday 8:00pm week 7 - mob session	Team	Monday week 7	Done
Consume health potion with Enter key	Sophia	Saturday week 7	Done
Use equipment in battle	Peter	Sunday week 7	Not perfectly implemented
Support radius and support enemies in battle	Ethan	Friday week 7	Done
Building properties apply to the game(Campfire double damage not implemented)	Team	Sunday week 7	Doing
Finish UML graph	Team	Sunday week 7	Done
Drop only on valid position, if not return card	Sophia	Friday week 7	Done
Test and coverage	Team	Sunday week 7	Done
Win and lose state	Sophia	Saturday week 7	Done
Maintenance of Gitlab issues	Sophia	Sunday week 7	Done
Maintenance of Planning doc and meeting minutes	Sophia	Sunday week 7	Done

#### Week 8-9 Milestone 3:

Objective	Asignee	Finish by	Status
Meeting with the team, week 8 Friday 4:00pm.	Team	Friday Week 8	Done

Refactor - Store buildings in 1 list	Sophia	Saturday week 8	Done
Refactor - Store equipped items in character-Done	Ethan	Saturday week 8	Done
Refactor - Store enemies in 1 list	Ethan	Saturday week 8	Done
Refactor - rareItem -> Item	Sophia	Saturday week 8	Done
Add new rare items and used in battle	Sophia	Saturday week 8	Done
Refactor and finish off Battle with items (including rare items)-	Team	Saturday week 8	Done
Debug battle	Sophia/Ethan	Saturday week 8	Done
User Story	Sophia	Saturday week 8	Done
Remove equipped item when replacing/give a new item	Sophia	Saturday week 8	Done
Vampire runaway from campfire move to move	Ethan	Saturday week 8	Done
Campfire double damage	Sophia	Saturday week 8	Done
Extension: soundtrack and sound effect	Peter	Sunday week 9	Done
tech tree?	Peter/Ethan	Sunday week 8	Done
Boss: Witches gather other enemies on the map using witchcraft and when battle-supported enemies have lower damage due to being affected by witchcraft.	Sophia	Sunday week 9	Done
Boss: Basilisk has an ability that fills up a circle of toxic gas which causes the character to lose health even if there is no battle with Basilisk. During battle, there is a high chance of the Basilisk producing venom through its teeth and penetrating the character's protective gear. The character will receive damage by ignoring the protective gear for 2 rounds of attack. If the battle continues, similar venom bite will occur again.	Sophia	Sunday week 9	Done
Goal of killing all bosses	Sophia	Sunday week 9	Done
Extension: Animated background for main menu	Ethan	Sunday week 9	Done