Timeline #0 (11th Oct - 16th Oct)

- Understanding the project, create initial UML diagram

Week 5	Mon (11)	Tue (12)	Wed (13)	Thu (14)	Fri (15)	Sat (16)
Dabin						
Francis						
James						
Janet						

Legend	Spec. released	Read spec and make notes, diagrams, catch up, etc.

Outline:

In the release week, we decided to keep it simple and let everyone read the specification and catch up. If they can, they can make a sample UML diagram and/or notes for the next meeting preparation. Here is a picture of celery because there's nothing else in this week.

Timeline #1 (17th Oct - 23rd Oct)

- M1 + M2: Update UML, data persistence, initial testing

Week 6	Sun (17)	Mon (18)	Tue (19)	Wed (20)	Thu (21)	Fri (22)	Sat (23)
Dabin	UML Diagram	UML Diagram	UML Diagram	UML Diagram	UML Diagram	Collectable	Collectable
Francis	UML Diagram	UML Diagram	UML Diagram	UML Diagram	UML Diagram	UML Diagram	Goal
James	UML Diagram	Persistence	Persistence	Persistence (Org.json v. Gson)	Persistence (Org.json v. Gson)	Movement	Movement
Janet	UML Diagram	Persistence	Persistence	Other course content	Other course content	Dungeon	Dungeon/Static /Persistence

Legend	Runner/Scriber	Meeting	Testing

Outline:

In Sunday's meeting, we sorted out the milestone 1 UML diagram and delegated the tasks of **adding initial attributes and methods to milestone 2 UML diagram** and **planning out initial data persistence.** This is due at Wednesday's meeting.

In Wednesday's meeting, Dabin and Francis set out initial attributes and methods in the UML diagram. James and Janet had similar ideas on data persistence but looked at two different ways (org.json v. gson).

Data persistence has been trialed out by James - we're using **gson**.

In Friday's meeting, we delegated initial test tasks between each other which hopefully most will be done by next week, details can be found in Meeting Minutes or GitLab Issues Board.

Timeline #2 (24th Oct - 30th Oct)

- M2: Initial testing, Implementation

Week 7	Sun (24)	Mon (25)	Tue (26)	Wed (27)	Thu (28)	Fri (29)	Sat (30)
Dabin	Collectable	Buildable	Buildable	(initial) Static Collectable	(initial) Collectable Buildable	Static Collectable	Buildable Collectable Dungeon(build) Dungeon(interact)
Francis	Goal	Inventory	Inventory	Player, Inventory, Goal	Player, Inventory, Goal	Player, Inventory, Goa, Battle	Player, Inventory, Goal, Battle
James	Movement	Movement	Movement	Moveable	Moveable	Spider ZombieToast	Mercenary ZombieToast
Janet	Persistence	Static	Static	Other course content	newGame Dungeon	newGame Dungeon saveGame	saveGame Tick loadGame allGames

Legend	Runner/Scriber	Meeting	Testing	Implementing	Refining

Outline:

Initial tests due on Tuesday.
Initial Implementation (creation of necessary getter/setter, constructor and attributes) due on Friday
Implementation due on Sunday
Frequent meetings throughout the week and constant communication via the group chat to help each other out

Timeline #3 (31st Oct - 6th Nov)

- M2: Debugging

Week 8	Sun (31)	Mon (1)	Tue (2)	Wed (3)	Thu (4)	Fri (5)	Sat (6)
Dabin	Debug - Tick - Build - Interact Assumptions	Debug	Catch up on course content Read m3	Catch up on course content Read m3	Catch up on course content Read m3	Other course content	Other course content
Francis	Coverage, Player, and testing	Debug, Coverage	Catch up on course content Read specs for M3	Catch up on course content Read specs for M3	Catch up on course content Read specs for M3	Other course content	Other course content
James	Mercenary ZombieToast Portal Run Debugging	Debug	Catch up on course content	Catch up on course content Read updated m3 spec	Catch up on course content Read updated m3 spec	Other course content	Other course content
Janet	saveGame, loadGame, debugging	Debug, Coverage	Catch up on course content Read m3	Catch up on course content Read m3	Catch up on course content Read m3	Other course content	Other course content

Legend	Runner/Scriber	Meeting	Testing	Implementing	Refining	Due	Demo.

Outline:

Also had a meeting on 1st :)

Prepare for demonstration, start milestone 3 (initial tests, implementation, debugging)

Timeline #4 (7th Nov - 13th Nov)

- M3: Debugging, Testing, Implementation, Refining

Week 9	Sun (7)	Mon (8)	Tue (9)	Wed (10)	Thu (11)	Fri (12)	Sat (13)
Dabin	Other course content	Initial testing for: M3 collectable M3 buildable Update UML	Initial testing for: M3 collectable M3 buildable	SunStone	Buildable Sceptre MidnightArmour	Buildable Sceptre	Buildable Sceptre Refining Bomb
Francis	Other course content	Initial testing: Battle + anduril + Bosses + Midnight Armour	Initial testing: Battle + anduril + Bosses	Implement: PlayerStates (Anduril + Midnight Armour)	Fix: Goal according to m2 automarks	Implement: PlayerStates (Anduril + Midnight Armour) + Battle for bosses	Fix: Goal according to m2 automarks
James	Other course content	Merge move interface	Refactoring mercenary movement	Other course content	Other course content	Implementing swamptile functionality	Implementing swamptile functionality
Janet	Other course content	Fix: - EnemyGoal - Composition goal reading	Fix EnemyGoal Fix composition goal reading SwampTile test	Other course content	Fix: - Tick persistence	Fix: - GameMode - Tick item + move same - Invalid checking priority	Fix: - Tick error priority - Failing tests

Legend	Runner/Scriber	Meeting	Testing	Implementing	Refining

Timeline #5 (14th Nov - 19th Nov)

- M3: Refining + Prepare for demonstration

Week 10	Sun (14)	Mon (15)	Tue (16)	Wed (17)	Thu (18)	Fri (19)
Dabin	Debugging/Refining Fixing Assumptions, Coverage					
Francis	Added missing feature: spawning of Merc, Assassin, Hydra Fix: Peaceful not working 100%					
James	Added testing to untested methods for movement Testing for spawning bosses Further work on dijkstra.					
Janet	Fix: - dungeonName invalid - tickCounter persistence w/ Francis Assumptions, UML, code clean-up					

Legend	Meeting	Due	Demo.

Outline:
This is the week the project is due so there isn't much to do except for preparing for our demonstration on Friday.