

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

- Understanding the project, create initial UML diagram

<u>Week 5</u>	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.
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#### 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)

- Update UML, data persistence, initial testing

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

<b>Legend</b>	Runner/Scriber	Meeting	Testing
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#### 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)

- Initial testing, Implementation, refining?

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

<b>Legend</b>	Runner/Scriber	Meeting	Testing	Implementing	Refining
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### 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)

- Prepare for demonstration, start milestone 3 (initial tests, UI plans?), finish milestone 2 stuff?

<u>Week 8</u>	Sun (31)	Mon (1)	Tue (2)	Wed (3)	Thu (4)	Fri (5)	Sat (6)
<b>Dabin</b>	Debug <ul style="list-style-type: none"> <li>- Tick</li> <li>- Build</li> <li>- Interact</li> </ul> Assumptions	Debug					
<b>Francis</b>	Coverage, Player, and testing	Debug, Coverage					
<b>James</b>	Mercenary ZombieToast Portal Run Debugging	Debug					
<b>Janet</b>	saveGame, loadGame, debugging	Debug, Coverage					

Legend	Runner/Scriber	Meeting	Testing	Implementing	Refining	Due	Demo.
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### Outline:

Also had a meeting on 1st :)

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

- Implementation, refining

<u>Week 9</u>	Sun (7)	Mon (8)	Tue (9)	Wed (10)	Thu (11)	Fri (12)	Sat (13)
Dabin							
Francis							
James							
Janet							

Legend	Runner/Scriber	Meeting	Testing	Implementing	Refining
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Outline:

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

- Prepare for demonstration

<u>Week 10</u>	Sun (14)	Mon (15)	Tue (16)	Wed (17)	Thu (18)	Fri (19)
Dabin						
Francis						
James						
Janet						

Legend	Meeting	Due	Demo.
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Outline: