

Timeline

ed | July 2, 2021

Eddy

*Make timeline for
progression of project*

*BlackBox testing, write unit
tests and functions stubs.*

Everyone

*Finish main functions;
constructing world, creating
and moving entities, flesh out
a rough structure of how
main classes can call each
other and how the whole
program would work
together.*

**Eddy, Giovanni,
Ivania**

*Work on enemies,
buildings, allies, items*

Everyone

*Final touches and bugfixes.
Making sure final
implementation is
completely working.*

Everyone

*Check each others work to
provide suggestions and
improvements*

1

Week 5

2

Week 6

3

Week 7

4

Week 8

Rahul, Rochan

Work on UI design

Giovanni, Ivania

*Work on UML and user
stories*

*Work on modes, user stats,
cards*

Rahul, Rochan

Meeting Minutes

(29/06/2021)

02:00 P.M - 02:45 P.M

- Devide the job equally to each member
- Discuss on how will the team approach the condition of the game

Meeting Minutes

(02/07/2021)

04:30 P.M - 07:30 P.M

- Finishing all of the requirement
- Discussing the assumption
- Discuss how the next implementation will be done

*Work together to create
working implementation
and check each others
work for bugfixes or better
coding style*

Everyone