Timeline

ed | August 2, 2021

Fix goals from milestone 2 and ensure the composite pattern is being used
Eddy

Frontend: Add Game Win/Lose screen - Medium Priority
Giovanni

Everyone

Team meeting: Discuss what we need to add in milestone 3 and what needs to be fixed from milestone 2. Also give out tasks to each person.

Add new bosses
Rahul

Add new Items
Rochan

Frontend: Add Screens for Instructions and work on shop design
Ivania

Fix Inventory drag and lock

Music - Rochan

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

9	**Tuesday week 9**	**Wednesday Week 9**	**Thursday Week 9**	**Friday week 9**	**Saturday week 9**	**Sunday week 9**	10	**Monday Week 10**

User Story: Boss Fight - High Priority
Rahul

User Story: Item Durability
Rahul

User Story: Map Configuration
Ivania

User Story: Current Equipment and Allied Soldiers

User Story: Quit or Restart - Low Priority
Giovanni

User Story: Game Modes View
Giovanni

User Story: Instructions
Everyone

User Story: Unique Items from Boss