

Timeline

Week	Tasks Due	Delegation of work	Notes
4	Read spec as team and discuss tasks to be done for Milestone 1	All	- Meeting on Friday (25/6)
	Define all Epic Stories as a team	All	
5	Write User Stories, Acceptance Criteria, Story Points, Priorities for Epic Stories: <ul style="list-style-type: none"> • Movement • Cards/Buildings • Battle 	Jannet	- Meeting on Tuesday (29/6) - Meeting on Thursday (1/7) - Meeting on Friday (2/7)
	Write User Stories, Acceptance Criteria, Story Points, Priorities for Epic Stories: <ul style="list-style-type: none"> • Purchasing Items • Selling items 	Daniel	
	Write User Stories, Acceptance Criteria, Story Points, Priorities for Epic Stories: <ul style="list-style-type: none"> • Obtaining Items (excludes buying in Hero's Castle) 	Leslie	
	Write User Stories, Acceptance Criteria, Story Points, Priorities for Epic Stories: <ul style="list-style-type: none"> • Equipping/Using Items 	Samuel	
	Write User Stories, Acceptance Criteria, Story Points, Priorities for Epic Stories: <ul style="list-style-type: none"> • Game State 	Kylee	
	Write any assumptions made + decide on specific stats	All	
	Add any missing Epic Stories and corresponding User Stories, Acceptance Criteria, Story Points, Priorities for Epic Stories	Leslie	
	Create page for Low-fi User Interface Design: <ul style="list-style-type: none"> • Normal World Map 	Leslie	
	Create page for Low-fi User Interface Design: <ul style="list-style-type: none"> • Battle 	Jannet	
	Create page for Low-fi User Interface Design: <ul style="list-style-type: none"> • Hero's Castle Menu 	Samuel	
	Create page for Low-fi User Interface Design: <ul style="list-style-type: none"> • Start Menu 	Kylee	

	Create page for Low-fi User Interface Design: <ul style="list-style-type: none"> • Pause Game • Win Game • Quit Menu • Updated Buy & Sell menu • Updated Enemy Encounter menu 	Daniel	
	Create timeline for milestone 1 & 2	Samuel	
	Add user stories to Gitlab boards	All	
	Move assumptions to assumptions.md	Daniel	
	Create frontend.pdf from lo-fi diagrams	Jannet	
	Create design.pdf from UML diagram	Jannet	
	Create planning.pdf with timeline	Samuel	
	Create document with meeting minutes	Kylee	
6	Add UML methods and fields	All	- Meeting on Monday (5/1)
	Write Unit tests related to: <ul style="list-style-type: none"> • Character moving • Buildings 	Jannet	- Meeting on Thursday (8/1)
	Write Unit tests related to: <ul style="list-style-type: none"> • Using basic items • Using rare items 	Samuel	- Meeting on Sunday (11/7)
	Write Unit tests related to: <ul style="list-style-type: none"> • Buying items • Selling items 	Daniel	
	Write Unit tests related to: <ul style="list-style-type: none"> • Gaining items, gold, experience, cards (excludes buying items in Hero's Castle) • Battle 	Leslie	
	Write Unit tests related to: <ul style="list-style-type: none"> • Game State • Enemies (slugs only) 	Kylee	
	Write integration tests	All	
	Implement MVP for backend: <ul style="list-style-type: none"> • Buildings • Cards 	Jannet	

	Implement MVP for backend: <ul style="list-style-type: none">Gaining gold, cards	Samuel	
	Implement MVP for backend: <ul style="list-style-type: none">Battle	Daniel	
	Implement MVP for backend: <ul style="list-style-type: none">Enemies (slugs only)	Leslie	
	Implement MVP for backend: <ul style="list-style-type: none">Game State	Kylee	
7	Implement MVP for frontend: <ul style="list-style-type: none">Start Menu	Jannet	- Meeting on Tuesday (13/7) - Meeting on Thursday (15/7) - Meeting on Sunday (18/7)
	Implement MVP for frontend: <ul style="list-style-type: none">Main Game Board	Daniel, Leslie	
	Implement MVP for frontend: <ul style="list-style-type: none">Battle	Samuel, Kylee	
	Implement backend features related to: <ul style="list-style-type: none">Gaining items (excludes buying items in Hero's Castle)	Jannet	
	Implement backend features related to: <ul style="list-style-type: none">Using basic itemsUsing rare items	Samuel	
	Implement backend features related to: <ul style="list-style-type: none">Buying itemsSelling items	Daniel	
	Implement backend features related to: <ul style="list-style-type: none">Battle (vampires + zombies)	Leslie	
	Implement backend features related to: <ul style="list-style-type: none">Game StateExperience	Kylee	
	Implement frontend features: <ul style="list-style-type: none">Hero's Castle Menu	Samuel, Jannet, Leslie	
	Implement frontend features: <ul style="list-style-type: none">Icons	Kylee, Daniel	
	Write any assumptions made	All	