

Timeline

Week	Day Due	Estimated Time (hrs)	Tasks Due	Delegation of work	Notes
4	Friday	0.5	Read spec as team and discuss tasks to be done for Milestone 1	All	- Meeting on Friday (25/6)
		1	Define all Epic Stories as a team	All	
5	Tuesday	2	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)
		2	Write User Stories, Acceptance Criteria, Story Points, Priorities for Epic Stories: <ul style="list-style-type: none"> • Purchasing Items • Selling items 	Daniel	
		2	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	
		2	Write User Stories, Acceptance Criteria, Story Points, Priorities for Epic Stories: <ul style="list-style-type: none"> • Equipping/Using Items 	Samuel	
		2	Write User Stories, Acceptance Criteria, Story Points, Priorities for Epic Stories: <ul style="list-style-type: none"> • Game State 	Kylee	
		1	Write any assumptions made + decide on specific stats	All	
	Thursday	1	Add any missing Epic Stories and corresponding User Stories, Acceptance Criteria, Story Points, Priorities for Epic Stories	Leslie	

		0.5	Create page for Low-fi User Interface Design: <ul style="list-style-type: none"> Normal World Map 	Leslie	
		0.5	Create page for Low-fi User Interface Design: <ul style="list-style-type: none"> Battle 	Jannet	
		0.5	Create page for Low-fi User Interface Design: <ul style="list-style-type: none"> Hero's Castle Menu 	Samuel	
		0.5	Create page for Low-fi User Interface Design: <ul style="list-style-type: none"> Start Menu 	Kylee	
		0.5	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	
		1	Create timeline for milestone 1 & 2	Samuel	
	Friday	1	Add user stories to Gitlab boards	All	
		0.1	Move assumptions to assumptions.md	Daniel	
		0.1	Create frontend.pdf from lo-fi diagrams	Jannet	
		0.1	Create design.pdf from UML diagram	Jannet	
		0.1	Create planning.pdf with timeline	Samuel	

		0.1	Create document with meeting minutes	Kylee	
6	Monday	1.5	Add UML methods and fields	All	- Meeting on Monday (5/1) - Meeting on Thursday (8/1) - Meeting on Sunday (11/7)
	Thursday	2.5	Write Unit tests related to: <ul style="list-style-type: none"> • Character moving • Buildings 	Jannet	
		2.5	Write Unit tests related to: <ul style="list-style-type: none"> • Using basic items • Using rare items 	Samuel	
		2.5	Write Unit tests related to: <ul style="list-style-type: none"> • Buying items • Selling items 	Daniel	
		2.5	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	
		2.5	Write Unit tests related to: <ul style="list-style-type: none"> • Game State • Enemies (slugs only) 	Kylee	
		2	Write integration tests	All	
	Sunday	4	Implement MVP for backend: <ul style="list-style-type: none"> • Movement 	Jannet, Samuel	
		1	Implement MVP for backend: <ul style="list-style-type: none"> • Gaining rewards required for winning 	Samuel	

7		3.5	Implement MVP for backend: <ul style="list-style-type: none"> Battle 	Daniel, Jannet	
		1	Implement MVP for backend: <ul style="list-style-type: none"> Enemies (slugs only) 	Leslie	
		2	Implement MVP for backend: <ul style="list-style-type: none"> Game State 	Kylee	
	Tuesday	3	Implement MVP for frontend: <ul style="list-style-type: none"> Start Menu 	Jannet	- Meeting on Tuesday (13/7)
		3	Implement MVP for frontend: <ul style="list-style-type: none"> Main Game Board 	Daniel, Leslie	
		3	Implement MVP for frontend: <ul style="list-style-type: none"> Battle 	Samuel, Kylee	
	Thursday	4	Implement backend features related to: <ul style="list-style-type: none"> Gaining items (excludes buying items in Hero's Castle) Cards 	Jannet	- Meeting on Thursday (15/7)
		5	Implement backend features related to: <ul style="list-style-type: none"> Using basic items Using rare items 	Samuel	
		2	Implement backend features related to: <ul style="list-style-type: none"> Buying items Selling items 	Daniel	
		10	Implement backend features related to: <ul style="list-style-type: none"> Battle (non-essentials) 	Leslie, Daniel, Kylee	
		2	Implement backend features related to: <ul style="list-style-type: none"> Game State (non-essentials) 	Kylee	
					- Meeting on Sunday (18/7)

	Sunday	2	Implement frontend features: <ul style="list-style-type: none"> Hero's Castle Menu 	Samuel, Jannet, Leslie	
		2	Implement frontend features: <ul style="list-style-type: none"> Icons 	Kylee, Daniel	
		0.5	Write any assumptions made	All	