

COMP2511-Celery Planning

Objectives

Item	Week	Objective	Assignee
1	Week 6	Create draft of UML diagram	Jay
2	Week 6	Collect questions for clarification	Everyone
3	Week 6	Decide design patterns	Everyone
4	Week 6	Moving Entities	Vanessa & Sikui
5	Week 6	Other Entities & Dungeon & Response	Jay & Wen
6	Week 7	Finish UML diagram	Jay
7	Week 7	Finish official assumptions	Vanessa
8	Week 8	Milestone 3 overall evaluation & Fix milestone 2 problems based on the autotests	Everyone
9	Week 8	MovingEntity milestone3 update	Vanessa & Sikui
10	Week 9	Logic Door & generate random dungeon	Jay & Wen
11	Week 9	Finish UML diagram	Vanessa

TimeLine

Week 6 - Wed

project overall analysis and create draft of the UML diagram

Week 6 - Fri

pattern overall analysis

improve UML diagram

collect questions for clarification to ask tutor

everyone starts with simple tests

Week 6 - Weekend

assign tasks moving entities to Sikui and Vanessa

assign tasks other entities to Jay and Wen

Week 7 - Tues

complete pattern analysis

assign specific tasks

add more assumptions

Week 7 - Fri

fix more details

finish assumptions on own google doc

Week 7 - Sun

finish UML diagram and implementation

push official assumption.md and planning.pdf

Week 8 - Thur

project check-in and assign new tasks (not including extensions)
everyone starts with simple tests

Week 8 – Sun

milestone 3 extensions overall analysis
decide the draft of milestone 3 UML diagram
assign tests for extensions

Week 9 - Thur

Project check-in
assign specific tasks for extension
fix milestone 2 problems
update frontend UX design

Week 9 - Weekend

frontend testing & coverage fix
finish all the code and UML
upload meeting minutes and planning