# COMP2511 LOOP MANIA PROJECT TIMELINE

**GROUP**  T15B_CAULDRON

**MEMBERS**  Michael Chidiac, Raymond Chung, Matthew Lau, Steven Long Nguyen

Timeline columns: Week 4, Week 5, Week 6, Week 7, Week 8, Week 9, Week 10 (each divided SUN MON TUE WED THU FRI SAT)

Milestone markers: MILESTONE 1 DUE (end of Week 5), MILESTONE 2 DUE (end of Week 8), MILESTONE 3 DUE (Week 10)

| Milestone | Details | Member Allocation |
|---|---|---|
| **1 — Requirements Analysis and Preliminary Design** | Requirement Analysis | |
| | - Epic Stories | |
| | - User Stories | |
| | Agile Project Management | |
| | - Timeline | |
| | Design and UML Diagram | |
| | Assumptions | |
| | Low-Fidelity User Interface Design | |
| **2 — Domain Modelling and Implementation** | Update Design | |
| | - Implement UML feedback | Matthew, Raymond |
| | - Implement UML Fields and Methods | Michael, Matthew |
| | Epic: World State | |
| | - Initial World Path | Raymond |
| | - Spawn Location | Steven |
| | - Default Objects in the World | Raymond |
| | Epic: Game Difficulty | |
| | - Survival Mode | Michael |
| | - Standard Mode | Matthew |
| | - Berserker Mode | Michael |
| | Epic: Character Movement | |
| | - Automatic Character Movement | Steven, Michael |
| | Epic: Enemy Movement | |
| | - Vampire Movement | Michael.Steven |
| | - Zombie Movement | Steven |
| | - Slug Movement | Michael |
| | Epic: Combat | |
| | - Character Attacking Enemy | Raymond |
| | - Enemy Attacking Character | Raymond |
| | - Starting a Battle | Matthew |
| | - Ending a Battle | Matthew |
| | - Health Potion Usage | Raymond |
| | Epic: Building Creation | |
| | - Spawning a Building | Matthew, Raymond |
| | Epic: Item Interactions | |
| | - Picking Health Potions off the ground | Steven |
| | - Picking Gold off the Ground | Steven |
| | - Receiving Basic Items from Detroyed Cards | Michael |
| | - Receiving Gold/Experience from Destroyed Cards | Steven |
| | - Receiving Experience from Enemies | Steven |
| | - Receiving Gold from Enemies | Steven |
| | - Looting Cards from Enemies | Michael |
| | - Looting Equipment from Enemies | Michael |
| | - Buying Items from the Hero's Castle | Michael |
| | Epic: Building Interactions | |
| | - Zombie Pit | Matthew |
| | - Vampire Castle | Raymond |
| | - Hero's Castle | Michael |
| | - Campfire | Steven |
| | - Trap | Raymond |
| | - Barracks | Steven |
| | - Village | Raymond |
| | - Tower | Steven |
| | Epic: Progression | |
| | - Losing the Game | Matthew |
| | Epic: Enemy Types | |
| | - Slugs | Michael |
| | - Vampire | Michael,Matthew |
| | - Zombie | Michael,Matthew |
| | Epic: Basic/Rare Items | |
| | - The One Ring | Raymond |
| | - Health Potion | Steven |
| | - Helmet | Raymond |
| | - Shield | Raymond |
| | - Staff | Raymond |
| | - Armour | Steven |
| | - Stake | Steven,Michael |
| | - Sword | Raymond |
| | Epic: Goals | |
| | - Obtaining Levels of Experience | Matthew |
| | - Obtaining an Amount of Gold | Michael |
| | - Completing a Number of Cycles | Michael |
| | - Complex Goals | Matthew |
| | Epic: User Interface | |
| | - Pausing the Game | Steven |
| | - Main Menu | Raymond |
| **3 — Evolution of Requirements and Extensions** | Planning | |
| | - Applying feedback | All |
| | - Brainstorming Extensions | All |
| | Completing work from Milestone 2 | |
| | - Shop Front End | Raymond |
| | - Shop Selling Items | Raymond |
| | - Gamemode Selection | Matthew |
| | - Exp/Gold From Cards | Michael |
| | - Goal Display | Raymond |
| | - Pause Screen | Raymond |
| | - Win Screen | Raymond |
| | - Lose Screen | Raymond |
| | - Testing Coverage | Michael |
| | - Testing Random Seeds | Steven |
| | Extension: Alternative Map and Textures | |
| | - Texture Creation | Michael |
| | - Texture Implementation | Raymond |
| | - Map Creation | Matthew |
| | - Map Selection Screen | Raymond |
| | Extension: Audio and UI improvements | |
| | - Sound Effects | Steven |
| | - How to Play Menu | Steven |
| | Testing | Michael, Steven |
| | Extension: Enemies | |
| | - Doggie | Raymond |
| | - Elan Muske | Matthew |
| | - Thief | Matthew |
| | - Sniper | Raymond |
| | Extension: Items | |
| | - Anduril | Matthew |
| | - Tree Stump | Matthew |
| | - Doggie Coin | Raymond |
| | - Scrap Metal/Crafting | Raymond |
| | Finalisation | All |