## **COMP2511 LOOP MANIA PROJECT TIMELINE**

DETAILS Member Allocation Week 4 Week 5 Week 6 Week 7 Week 8 Week 9 Week 10 UN MON TUE WED THU. FRI. SAT SUN MON TUE WED THU FRI. SAT SUN MON TUE WED Requirements Analysis and Preliminary Design Design and UML Diagram Update Design - Implement UML feedback Implement UML Fields and Methods Michael Matthey Epic: World State - Initial World Path - Default Objects in the World Raymond Epic: Game Difficulty Survival Mode - Standard Mode - Berserker Mode Epic: Character Movement
- Automatic Character
Movement Movement
Epic: Enemy Movement - Enemies Moving Around - Vampire Movement - Slug Movement - Character Attacking Enemy Raymond - Enemy Attacking Character Raymond - Starting a Battle - Ending a Battle Matthew - Health Potion Usage Epic: Building Creation - Spawning a Building Epic: Item Interactions
- Picking Health Potions off the ground
- Picking Gold off the Ground
- Steven Plicking Gold off the Ground
 Revelving Basic Items from
 Detroyed Cards
 Revelving Gold/Experience
 from Destroyed Cards
 Receiving Experience from
 Enemies
 Receiving Gold from Enemies - Looting Cards from Enemies
- Looting Equipment from
Enemies
- Buying Items from the Hero's
Castle

Michael Domain Modelling and Implementation Epic: Building Interactions - Zombie Pit Matthew Raymond Losing the Game Epic: Enemy Types - Slugs - The One Ring - Health Potion - Shield - Staff - Armour Epic: User Interface Pausing the Game Evolution of Requirements and Extensions