## **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 Epic: Game Difficulty Survival Mode - Standard Mode - Berserker Mode Matthew Michael Epic: Character Movement
- Automatic Character
Movement Movement Epic: Enemy Movement - Vampire Movement - Zombie Movement Steven Epic: Combat - Enemy Attacking Character Raymond - Starting a Battle Matthew - Ending a Battle Matthew - Health Potion Usage Epic: Building Creation - Spawning a Building - Picking Health Potions off the ground
- Picking Gold off the Ground
Steven Plicking Gold off the Ground
 Receiving Basic Items from
 Detroyed Cards
 Receiving Gold/Experience
 from Destroyed Cards
 Receiving Experience from
 Enemies
 Receiving Cold from Enemies
 Receiving Gold from Enemies - Looting Cards from Enemies
- Looting Equipment from
Enemies
- Buying Items from the Hero's
Castle
Epic: Building Interactions Domain Modelling and Implementation - Zombie Pit - Vampire Castle Raymond Michael Epic: Progression
- Losing the Game Epic: Enemy Types - Vampire - Zombie Epic: Basic/Rare Items - Staff - Armour Steven,Michael - Stake Epic: Goals - Obtaining an Amount of Gold Michael - Completing a Number of Cycles Michael - Complex Goals Epic: User Interface - Pausing the Game **Evolution of Requirements and** Extensions