

COMP2511 - PROJECT PLANNING

Group ECHO: Jarvis, Joe, Nadya, Rafael

Project Start Date:				25/06/2021		
Story ID	Feature/Task	Priority	Assigned to	Points	Start Date	Days
Milestone 1						
	Requirements Analysis	High	Nadya, Rafael	7	25/06/2021	7
	UML Diagram	High	Joe	7	25/06/2021	7
	UI Design - Low Fidelity	High	Jarvis	7	25/06/2021	7
	Assumptions	High	All	7	25/06/2021	7
	Project Management	High	Rafael	7	25/06/2021	7
	Revision of Milestone 1 objectives	High	All	2	1/07/2021	1
Milestone 2						
	Update UML (recurring)	High	Joe	4	3/07/2021	4
	Front-End Design (recurring)	High	Jarvis, Nadya	4	3/07/2021	4
	Project Management (recurring)	High	Rafael	4	3/07/2021	4
	Revision of Milestone 2 objectives	High	All	2	18/07/2021	1
Story ID	Features from User Stories					
S6	Standard Mode	High	Jarvis	3	5/07/2021	3
S38	Main Character - The Character	High	Jarvis	5	6/07/2021	5
S27	Iventory - Iventory Management	High	Jarvis	4	7/07/2021	4
S32	Progression - Goals	High	Jarvis	3	9/07/2021	3
S5	Berserker Mode	Medium	Jarvis	4	11/07/2021	4
S13	Building - Barracks	Medium	Jarvis	4	12/07/2021	4
S19	Defense Item - Body Armour	Medium	Jarvis	2	14/07/2021	2
S29	Progression - Cards	Medium	Jarvis	3	14/07/2021	3
S23	Rare Items - The One Ting	Low	Jarvis	2	16/07/2021	2
S8	Building - Hero's Castle	High	Joe	6	5/07/2021	6
S28	Iventory - Equip/Unequip Item	High	Joe	3	8/07/2021	3
S33	Game Design - Automatic Movement	High	Joe	2	9/07/2021	2
S36	Game Design - Paused Game	Medium	Joe	2	10/07/2021	2
S2	Enemie - Zombie	Medium	Joe	2	10/07/2021	2
S9	Building - Vampire's Castle	Medium	Joe	4	12/07/2021	4
S16	Attack Item - Sword	Medium	Joe	2	14/07/2021	2
S20	Defense Item - Shield	Medium	Joe	3	14/07/2021	3
S14	Building - Trap	Low	Joe	3	15/07/2021	3
S39	Main Character - Allies	Low	Joe	3	15/07/2021	3
S1	Enemy - Slug	High	Nadya	1	5/07/2021	1
S4	Survival Mode	Medium	Nadya	4	6/07/2021	4
S35	Game Design - End Game	High	Nadya	2	8/07/2021	2
S31	Progression - Winning a Battle	High	Nadya	4	8/07/2021	4
S26	Basic Items - Shop	High	Nadya	5	9/07/2021	5
S11	Building - Tower	Medium	Nadya	4	12/07/2021	4
S18	Attack Item - Staff	Medium	Nadya	3	13/07/2021	3
S24	Basic Items - Health Potion	Medium	Nadya	2	15/07/2021	2
S12	Building - Village	Low	Nadya	3	15/07/2021	3
S7	Fixed Game Mode	Low	Nadya	1	17/07/2021	1
S22	Rare Items - Obtaining Rare Items	Low	Nadya	1	17/07/2021	1
S25	Basic Items - Gold	High	Rafael	2	5/07/2021	2
S34	Game Design - Automatic Battles	High	Rafael	4	6/07/2021	4
S30	Progression - Experience	High	Rafael	6	8/07/2021	6
S37	Game Design - Game Status	Medium	Rafael	2	12/07/2021	2
S3	Enemie - Vampire	Medium	Rafael	3	13/07/2021	3
S10	Building - Zombie Pit	Medium	Rafael	4	13/07/2021	4
S17	Attack Item - Stake	Medium	Rafael	3	15/07/2021	3
S21	Defense Item - Helmet	Medium	Rafael	3	15/07/2021	3
S15	Building - Camp Fire	Low	Rafael	3	15/07/2021	3

[illegible]