


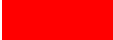


	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week 4		<u>Project Released</u>		<i>Project Meeting</i>	Read over spec	Ideate user stories	<i>Project Meeting</i>
				Read over spec  Plan next meeting for Sunday	Ideate epic stories		Summarise milestone 1  Assign milestone 1 tasks: Requirement analysis UML diagram Low-fidelity UI Assumptions Project planning  Write template for minutes
Week 5	Develop epic stories  Plan UML diagram  Consider ambiguities in spec  Project timeline for milestone 1	Develop user stories on Gitlab  Insert entities into UML diagram  Investigate options for implementing low-fidelity design	<i>Standup</i>	<i>Standup</i>	<u>Milestone 1 Due</u> <i>Standup</i>		
			Review epic stories  Write user acceptance criteria  Write down assumptions	Review user stories  Continue writing acceptance criteria  Insert relationships	Review acceptance criteria  Review UML diagram  Review assumptions		

Week 5				into UML diagram	Review low-fidelity UI		
				Begin implementing low-fidelity UI	Project timeline for milestone 2		
Week 6	Project Meeting		Standup		Standup		Buy items [13 points]
	Adjust UML diagram based on milestone 1 feedback  Deploy buildings [21 points]  Equip items [13 points]  Various enemies [13 points]  Drag and drop [5 points]		Review drag and drop  Automatic traversal [1 point]  Pause [3 points]		Review equip items  Review various enemies  Review automatic traversal  Review pause  Automatic card/item removal [5 points]  Random enemy spawn and movement [8 points]		

					Automatic battles [8 points]		
Week 7	Project Meeting		Standup	Standup	Standup	Rare items [2 points]	Project Meeting
	Review automatic battles  Review automatic card/item removal  Review deploy buildings  Review random enemy spawn and movement  Automatic item pickup [3 points]  Clean and engaging [13 points]  Sell items [13 points]		Review automatic item pickup  Review clean and engaging  Loot [8 points]	Review buy items  How to Play [3 points]  Health potions [8 points]	Review sell items  Various modes [5 points]	Configurable goals [1 point]	Review loot  Review health potions  Review rare items  Review configurable goals  Overall game review

Week 8	<u>Milestone 2 Due</u>		<i>Project Meeting</i> Loot [5 points remaining]  Equip Items [8 points remaining]  Bosses [8 points]  Sell Items [8 points remaining]		<i>Standup</i> Review completed Loot  Review completed sell items  Various Modes [8 points]  Rare Items [3 points]	Clean and Engaging [5 points remaining]  Random Enemy Spawn and Movement [5 new points]	<i>Standup</i> Review completed equip items  Review bosses  Review updated rare items  DoggieCoin [8 points]
		<i>Standup</i> Review updated random enemy spawn and movement  Review DoggieCoin	Level Up [13 points]  Informative UI [13 points]  Music and SFX [13 points]	<i>Project Meeting</i> Review various modes  Review clean and engaging  Review configurable goals		<i>Project Meeting</i> Review informative UI	<i>Project Meeting</i> Review level up  Review music and SFX
Week 10	<u>Milestone 3 Due</u>						

Key:		M2	M3	Total
	Josh	34 points	26 points	50 points
	Mitchell	34 points	26 points	50 points
	Rahel	35 points	25 points	50 points
	Ben	35 points	25 points	50 points

**Note:**

With each story listed above, the approach will be to write unit tests and integration tests for each acceptance criteria, and then implement those criteria. When implementation is completed, the tests will be run, and adjustments made accordingly. Then, in the next standup or project meeting, the person responsible will present their work for other team members to review, before moving on to their next user story.