Weekly Snapshots of Plan

Team 17: Scone Zone
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Josh Saunders
Zac Spooner

Date: 25/11/2021			
Task	Person	Due Date	Notes
(created prior to meeting): create a list of questions for customer meeting	all	Next session	
Tell everyone that I've created this document :)	Sabrina	today	
Come up with a Team name and logo	all	today	-our name do be scone zone :) -to do logo
Discuss research done	Micheal	today	
Quick chat about brief	all	today	-comments on discussion is on brief doc
Who knows what	all	today	Games - Michael Website - Sabrina
Set up roles for everyone	all	Tomorrow's session	
Create Gantt chart	all	Tomorrow's session	-assessment 1 due in 8 weeks -plantuml

Date: 26/11/2021			
Task	Person	Due Date	Notes
Discuss how much note taking of our decisions making should we be doing	all	Next session	
Working on making a deliverable list, for gantt chart	all	today	Created list of deliverables with corresponding marks so we can figure out how much team we should take for each
Start on website	Sabrina	Tonight	Will start creating functionality for the website
Test out LibGDX and JMonkeyEngine for development/implementation of game	Michael	Monday/Tuesday	
Start risk table	Zac and Yas	today	Created basic outline of risk table as well as some risks, but table will be updated as we gain more context as we work through the project
Start requirements table	Tine, Michael and Sabrina	Today	Will start the initial requirements table, add on after customer meeting and continue as we review our work
Complete Requirements and Risk Table	Everyone (where can)	Tuesday	Complete Requirements and Risk to a degree which can be checked by Tommy in customer meeting
Come up if you can with any ideas for the game design - visualise things	all	Tuesday	

Date:03/12/2021			
Task	Person	Due Date	Notes
Arrivals / catch up of last week (10 minutes)	all	Next session	I've left 10 minutes empty from two hours to allow for overlap
Review of requirements/meeting with customer (20 mins)	all	Next session	
bullet/write all game rules - to help with system architecture (20 mins)	all	Next session	See 📄 features of game.
Write system architecture and all parts of the game(1hr)	all	After next meeting	
Map sketch.(10min)	Tine	Today	See 📄 sketch 2 - map....

Date: 14/1/2021			
Task	Person	Due Date	Notes
Update requirements table with new requirements made in previous meeting; written in features of game	all	Next session	
From requirements table, write up system architecture	all	Next session	Did not complete last session
Starts thinking about tests	all	Two weeks	
Discuss the progress and direction of the website	all	today	
Clean up game features so that it is more concrete as to what we are doing	all	Next session	

Date:21/01/2022			
Task	Person	Due Date	Notes
Write up documentation in neat- Today's focus system architecture	Sabrina Tine Josh	today	Sabrina-requirements eliciting Tine-Architecture Josh-requirements table
coding	Zac Yas	today	Requires Michael's help, unsure what to do Combat
Finishing the requirements table	Sabrina Josh	Today	
Get the website working on github	Sabrina	Tonight	Fix gh-pages so that the website works through github. Works on local server but not git
Work on presentation	everyone	Week 4	Suggestion: meet at noonish after the submission and that way we can work on it then. Wednesday should be everybody's day off

Date: 24/01/2022			
Task	Person	Due Date	Notes
Discuss the system architecture used previously and/or going forward	everyone	Next session	
Work on presentation	everyone	Week 4	Suggestion: meet at noonish after the submission and that way we can work on it then. Wednesday should be everybody's day off

Date:28/01/2022			
Task	Person	Due Date	Notes
Finish requirements and proof-reading. Then print to pdf	Josh	Today	Check requirements pdf hyperlinks later
Do the presentation	Josh, [others]	Next wednesday	
Finish risk assessment and print to pdf. Finish the description on the website on how to play bit :).	Sabrina	Today	Ask if the pdfs need to be on github or keep to google drive so i can add links to the website
Finishing Architecture	Tine	Today	

Date:31/01/2022			
Person	Work finished	Work to complete	Notes
Sabrina	-requirements table -risk table	-add pdf links to website -implementation explain features not implemented	
Micheal	-collisions for islands	-Combat finish with Zac	
Yas	-method selection -JSD diagrams -planning -initial framework for combat module	-export diagrams	
Josh	-requirements table -presentation skeleton	-presentation	
Tine	-Game assets -Enitity-Component and System diagrams	-Part of the architecture/Turing machines	
Zac	-movement features -combat cannonball spawning	-continuation of combat -scoring system	

Date: 01/02/22			
Task	Person	Due Date	Notes
Presentation	Josh	friday	-complete presentation plan and script
Format Deliverables for submission	Sabrina	02/02/2022	-Print the last of the deliverables to pdf, zip them up and submit