# Wiki Update (4/12/21 4:15 pm)

Meeting minutes are located after the Revised Project Risks section.

## User Stories

- As a player, I want to be able to submerge a ship even after it's been placed
- As a player, I want to be able to place a Blucifer ship such that another player will lose points if they hit it
- As a developer, I want to add a point tracking system
- As a developer, I want to communicate effectively while pair programming with my partner to ensure that we are working together to code well.
- As a developer, I want to be able to use the UI to play the game against a friend
- As a developer I want to make sure that I am properly using TDD to satisfy the requirements of this Milestone 4.

## Planning Game and Time Estimates:

- Point tracking system
  - Time Estimated: 2 hours
  - Time Taken: 2 hour
- Trojan Horse
  - Time Estimated: 2 hours
  - Time Taken: 2 hours
- Submerge ships after placed
  - Time Estimated: 2 hours
  - Time Taken: 1 hour
- UI Creation and Testing
  - Time Estimated: 5 hours
  - Time Taken: 7 hours

## Revised Project Risks:

- Creating our own features
  - Risk Mitigation: We'll use our previous experience from this project to come up with creative features along with their time estimates
- Might be a lot of issues getting the UI to work
  - Risk Mitigation: Start this feature early so that we can test it later on before the deadline

## Incorporating Feedback from Milestone 5:

❏ Add invisibility test that uses sonar pulse so we can see if we can see the ships

❏ Work on new features (instead of extending invisibility + disable weapon)

❏ Decide whether we want to work on GUI or focus on refactoring/ implementing more design patterns

❏ If we decide to focus more on refactoring and design patterns, we should have some way of displaying a menu

## Meeting Minutes
- We read over Milestone 6 requirements as a team and looked over the grading rubric.
- We came up with new features and estimated the time it would take to complete them
- We discussed previous Milestone 5 feedback and our plans to incorporate it into this new Milestone
- We collaborated to write up the feature ideas, user stories, game plans, and revised project risks