Below are notes taken during our meetings over the course of our *sprint* on Project 4.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sandy** | **Alex** | **Evan** | **Clay** | **ALL** |

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**MEETING 1 – 4/15/19**

**Due Date for Project 4:** May 1st, 7:59 AM

**Goals for Project 4:**

* **EVAN:** Pause Menu
  + Quit
  + Reset
  + Back to main menu
  + Volume
  + Link to Testing
* **CLAY:** Scoring based on *time used* and *moves used* 
  + Work on write file
* **ALEX:** Research what a conversion to mobile phone will look like, if doable
* **SANDY**: Work on making tests and aesthetic

**Tests**

* Start with unit testing (every methods and scripts)

**Pause Menu**

* Popup-Menu?
  + Quit button
    - The simplest of scripts.
  + Reset button
    - Will need to pass name of level to popup menu when escape key is pressed.
  + Back to main menu
    - Fairly simple script, restarts game entirely.
  + Volume
    - Simple script?
  + Link to Testing
    - Goes to new page with plentiful text fields.
    - Runs our inhouse testing suite with output to text fields.

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**MEETING 2 – 4/17/19**

**Tasks Needing to be Completed**

1. *(5%) Product Backlog*
   1. Document that shows what is complete/incomplete from the product backlog
2. *(5%) Documentation*
   1. HTML file produced by JavaDoc or equivalent
3. *(6%) UML Diagrams*
   1. (2%) State Diagrams
   2. (2%) Use-case diagrams
   3. (2%) Class diagrams
4. *(5%) Meeting log*
   1. Meeting times and locations
5. *(5%) Gantt Chart*
   1. Contains all tasks to complete projects 3 and 4
   2. Timeline starts in when you began project 3
   3. Time scale: days
6. *(5%) Project 3 assessment*
7. *(5%) Teammate assessments*
8. *(4%) Self assessment*
9. *(5%) Bug list*
   1. List of all known bugs, **even those you don't currently have tests for**
   2. May list this on your github page
   3. Every application has bugs. If you don't know of any bugs, you're not looking hard enough.
10. (5%) User's Manual
    1. Create a document complete with screen shots and descriptions for a layperson to use your product.
    2. Page requirement: 5 page minimum
11. (5%) Deployment plan
    1. Make a plan on how to get your product into market
    2. Do research and write a report estimating how much it will be to put your product into the market
    3. Example costs:
       1. app store costs
       2. costs to get your game on XBoxLive
       3. costs to print disks for distribution
       4. costs to buy domains
       5. costs to attend conventions and conference and set up booths
    4. Page requirement: 2 page minimum
12. *(5%) Maintenance plan*
    1. Do Research and write a report estimating how much will cost to maintain your product for the next year
    2. Examples
       1. Costs for hiring developers
       2. Monthly or annual fees for servers or domain names
       3. Monthly or annual fees for your distribution platform (e.g. app store, XBox live)
    3. Page requirement: 2 page minimum
13. *Must add a one-click test option in your final product*
14. *Prints to screen, console, or file the summary of test suite being ran and the results of those tests*
15. *You should run a suite of tests to verify the functionality that you brought to projects three and four*
16. *You are not required to test API, libraries, or other code you didn't write*

**Tasks to Code**

* Leaderboard
* Test Suite
* Scoring
  + getComponent ( “timer” )

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**MEETING 3 – 4/28/19**

**What else to do:**

* Code
  + Test Suite [**ALL**]
  + Displaying and ordering top 5 players on leaderboard [**Evan**]
* Documentation
  + Finish up User Manual [**Clay**]
  + Finishing up Maintenance plan [**Sandy**]
  + Gantt Chart [**Evan**]
  + Bugs List almost done [**Evan**]