Timeline

Week	Kevin Huang	Elliot Rotenstein	Hugo Sullivan	Eddy Zhang
Week 4	User stories	Starting UML diagram	User stories and timeline	Wireframe, User Stories
Week 5	UML, User stories, Acceptance Criteria,	User Stories, Acceptance Criteria, UML	User stories, Acceptance Criteria, timeline	Wireframe
Week 6	Protagonist (1) #27, Seeing gold (1) #29, Hero Castle (2) #48, Shop (5) #5, Campfires (2) #22	Swords (2) #31, Be able to fight (4) #3, Getting items (5) #38,	Slugs (2) #42, Getting gold (4) #18, Selling items (3) #37,	Pause game (1) #24, Losing the game (1) #16, Place building card (3) #50, Allied Soldier (3) #51, Barracks (2) #25
Week 7	Tests, Vampires (2) #41, Staff (3) #33, Potion (2) #2, Different game mode (3) #15	Tests, Zombies (2) #9, Helmet (2) #34, Villages (2) #23, Rare Item (4) #45	Tests, Vampire castle/ Zombie pit (4) #4, Armour (2) #35, Tower (2) #21, Limiting Access to shop (1) #8, Enemies difficulty scaling (3) #15	Tests, Stake (2) #32, Shield (2) #36, Trap (2) #47, Experience gained (2) #17, Seeing Cycles (1) #19, Seeing experience (1) #30, Different maps (1) #49
Week 8	Tests, Doggie(2)#57 DoggieCoin(2)#55 Elan(2)#56	Tests, Confusing(3)#58 game mode (3) #15 SaveGame(2)#59	Tests, Anduril(2)#53 TreeStump(2)#54 Gold(Spawnground)	Resolve FE Bugs MainMenu GUI UpdateGameGoalsUI WorldController(adjust to be working with backend)
Week 9	Tests, Totem(2)#69 StrengthPotion(1)#66 Poop(1)#60	Tests, Nuke(2)#68 InvinciblePotion(2)#67 Thornmail(2)#63	Tests, Axe(2)#62 Bank(2)#61 Thief(2)#70	Tests, NewMaps(3)#65 SaveandLoad(3)#64 File selector UI WorldController(adjust to be working with backend)

For user story
Brief description (story points) #user story number in gitlab issues board

Everyone works on both backend and frontend components based on the user stories
Meeting Times:

Week 4
- Wednesday 12 - 2
- Sunday 7 - 8

Week 5
- Tuesday 2.30 - 5
- Thursday 7:00-8:10
- Friday 10-11am

Week 6
- Tuesday 2:30 - 4
- Friday 7 - 8
- Sunday 8 - 9

Week 7
- Tuesday 2:30 - 4
- Friday 7 - 8
- Sunday 8 - 9

Week 8
- Tuesday 2:30 - 4
- Thursday 8 - 9
- Friday 7 - 8
- Sunday 8 - 9

Week 9
- Thursday 2 - 3
- Friday 7 - 8
- Sunday 8 - 9