

Milestone 1

Deadline: 5pm Friday 2nd July (Week 5)

Version History:  COMP2511 PROJECT

Timeline:

- 22/6 - Project Release
- By 24/6 (Lab Time) - All Group Members to read over assignment spec and bring any questions they have to the lab meeting to ask tutor for further information/clarification
 - Assign tasks, delegate responsibility, take meeting minutes, find ways for communication
- 27/6 - Aim to finish half of delegated tasks
- 30/6 - Aim for a near to full finish of delegated tasks
- 2/7 - Milestone 1 Due
- 4/7 - Milestone 2 Meeting and Delegation of tasks
- 7/7 - Milestone 2 meeting for a checkpoint on where everyone is going so far
- 11/7 - Hopefully everyone will be halfway through their delegated tasks
- 13/7 - Meeting to see where everyone is and if anyone has finished and can provide help
- 15/7 - Milestone 1 Demo + Lab meeting - will do another checkpoint
- 18/7 - Final meeting before Milestone 2 is due
- 19/7 - Milestone 2 Due
- 22/7 - Milestone 2 Demo

Meeting #1 (24/06/21) Lab Time

NOTES

- All group members read over the project content
- Assigned tasks to each member - divided out fairly and evenly
- Aim to be halfway completed by Sunday, with a full/almost full completion by Wednesday
- Sunday will act as a checkpoint to see how everyone is going, and have a review of each others work on zoom
- Using WeChat, Teams, Google Docs to communicate any issues or tasks
- Asked questions with tutor to make sure some details of the project are clear for Milestone 1

TASKS

Task	Responsible
Requirements Analysis	Steven and Brittany
Agile Project Management	Everyone
UML	Yifan SHUAI
Assumptions	CHENHAO WU
Low-Fidelity UI Design	Yifan SHUAI

ACTIONABLES

Agenda	Deadline
@everyone Start working on your sections	Sunday 27/6

Meeting #2 (27/06/21) 11am

NOTES

- Met up on Microsoft Teams (11AM) - checkpoint on where everyone is at so far - 20 minutes

- Yifan starting UML tonight - has been sick - will present draft by Wednesday
- Chenhao starting Assumptions alongside UML throughout its completion
- Steve and Brit will continue to work on the Requirements Analysis - share an updated draft by Wednesday (probably earlier)
- Using Gitlab Boards, Wechat, Google Doc and Microsoft Teams to document and share progress

ACTIONABLES

Agenda	Deadline
@everyone Get most things done	Wednesday 30/6

Meeting #3 (30/06/21) 4pm

NOTES

- Met Up on Microsoft Team (4pm) - checkpoint - everyone is almost finished - 20 minutes
- UML is complete - will ask tutor during Lab for any suggestions/feedback if possible
- Requirements Analysis almost finished - adding extra features to match frontend to cover all possible requirements
- Frontend UI Design is finished and finalised - looking really good!
- Assumptions.md is finished - will fix up grammar and wording
- Using Gitlab Boards, Wechat, Google Doc and Microsoft Teams to document and share progress

ACTIONABLES

Agenda	Deadline
Requirements Analysis finished by Thursday Night	Thursday Night 1/07

Meeting #4 - 1/07/2021 (Lab Time)

NOTES

- Everyone has finished their respective parts

- Fixed up a few little details that have been missed that correspond to requirements and assumptions
- Assumptions, frontend and UML have been committed and pushed to gitlab
- Requirements Analysis has been finished - just last bits finalised before pushing to gitlab
- Planned for a strategy for milestone 2 - when to do, meeting time, etc.

ACTIONABLES

Agenda	Deadline
Upload Requirements Analysis to gitlab and boards	Friday Morning LATEST

Milestone 2

Deadline: 10am Monday 19th July

We recommend that you approach this Milestone in the following order:

1. Adjust your Domain Model and UML Diagram
2. Implement an MVP in the backend and have it working and tested
3. Implement an MVP frontend which uses your backend
4. Add features to the backend (corresponding to your story priorities outlined)
5. Add features to the frontend (*This section is the least important out of the entire Milestone*)

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week 5							Planning Meeting
							Milestone 1 Review
Week 6	Review User Stories			Standup			
				Discuss Project			
Week 7	Standup		High Priority User Stories Done	Project Check-in	Standup	Finish working on Front End	Merging in branches
			Start working on Front End	Update Requirements Analysis	Medium / Low Priority User Stories Done		Update Assumptions
Week 8	Milestone 1 Due						

TASKS

Task	Responsible
Update Requirements Analysis	Steven and Brittany
Agile Project Management	Everyone
Update UML + Frontend	Yifan
Update Assumptions	Chenhao
Buildings + Allied Soldier	Yifan
Cards	Chenhao
Path Tile	Chenhao
Weapons	Steven
Items	Steven
Enemies	Brittany
Character	Brittany
Moving Entity & Entity & Static Entity - Already Implemented	Everyone

Meeting #5 - 4/07/2021

NOTES

- Good job on Milestone 1 getting it finished well ahead of time
- Assigned tasks to everyone evenly and fairly
- Aim to have made a start by Thursday
- Next Meeting Thursday 11am 8/07/21

ACTIONABLES

Agenda	Deadline
@everyone	Start on everyone's parts

Meeting #6 - 8/07/2021 (11am)

NOTES

- Everyone was present
- Everyone has made somewhat of a start on Milestone 2
- Have focused on other upcoming assignments initially (3121, 1521) - but will be starting during the weekend to get a few functions finished to have made a start
- Next meeting sometime next week to have as a checkpoint to see how everyone is going and if anyone needs any help

ACTIONABLES

Agenda	Deadline
@everyone	Continue working on everyone's parts

Meeting #7 - 16/07/2021 - (5:00 pm)

NOTES:

- Update on tasks - people have been working good and almost completed/few problems
- Aim to complete by Sunday Night for merging and checkups
- Completing most parts - need to update assumptions, requirements and UML

Meeting #8 - 18/07/2021

- Meeting to check up on everyone - merging together and ensuring no issues with backend and frontend
- Checking requirements analysis board after mess up last Milestone...
- Checking assumptions - updating them too - and checking UML with team to make sure everyone is happy with the Milestone
- Start preparing for Milestone 3 next meeting - other assignments and tests due in the next following days (Busy week) - organise next meeting time and what tasks will be assigned (probably similar to Milestone 1)

Marking Criteria Checklist:

Criteria	Description
Backend (30%)	
Breadth of Implementation	How much of the client requirements has been implemented and is working correctly?
Code Style	See Section 6.0
Assumptions	Has the group added good assumptions to your list since Milestone 1 that shows increased understanding of the requirements?
Frontend (15%)	
Works on Frontend	How well does the group's code work when run on the frontend during the demo?
Overall User Experience	Does the user interface provide a nice playing experience? Is it accessible, logically laid out and easy to use?
Modification of Starter Code	Has JavaFX been used effectively to implement the remaining features? Or has the group built your frontend around the starter code?
Domain Model & UML Diagram (25%)	<p>Things to consider include, but are not limited to:</p> <ul style="list-style-type: none"> • Have you made use of at least three design patterns taught? • Do these patterns improve the design or are they forced on? • Are the patterns modelled appropriately? • Have you used the right patterns (e.g. state vs strategy)? • Do your inheritance relationships make logical sense? • Have you obeyed LSP? • Have you used interfaces vs abstract classes appropriately? • Are the aggregation and composition relationships and cardinalities shown on the UML logical and appropriate? • Are all classes single responsibility? Is there a lot of logic in the main Game class(es) or is it split up? • Are there any redundant classes / data classes? • Have all the appropriate entities been modelled as classes, or is data grouped arbitrarily in JSON objects/strings/arrays? • Is the diagram correctly formatted? <p>Note that if you are not using all of these concepts such as inheritance and/or aggregation, then you will not lose marks.</p>
Testing (20%)	
Coverage	90% coverage of the backend code will give you full marks in this section.
Test Design	Do you have a mix of unit and integration tests? Are the tests structured logically / intelligently?
Test Clarity	Are your tests understandable? Logical commenting? Good variables?
Git & Project Management (10%)	
Git Commits & Merge Requests	Commit messages are meaningful, aren't repeated, evidence of merge requests into master, master is merged into regularly
Task Board	The board shows the truth of the team's progress, tasks are assigned and moved across the columns
Minutes	Have you demonstrated the use of meeting minutes? Version history is needed to show that the minutes weren't faked.

Milestone 3

Due Date: 2nd August 2021 (Week 10 Monday)

In this milestone, you are expected to:

1. Adjust your user stories and acceptance criteria to reflect the updated requirements.
2. Adjust your domain model as needed to suit the updated requirements, and as per any feedback on your Milestone 2 design.
3. Update your backend accordingly, and complete anything leftover from Milestone 2
4. Update your frontend accordingly, and complete anything leftover from Milestone 2
5. Extend the project with your own ideas and extensions!

Meeting #1 (22/07/2021) - Lab Time

- Understand feedback from Dominic on the Milestone 2
- Set requirements and who will do what tasks
- Yifan personal issues accounted for - rest of team takes on more work where able to

Meeting #2 (24/07/2021) - 10:30am

- Organise who does what tasks
- Yifan personal issues - will take the smaller and less tedious tasks
- Planning next meeting by Wednesday to see how everyone is tracking
- Plan is to finish off Milestone 2 work before we continue and move onto Milestone 3 and the extra functionalities:
 - Finishing and getting or close to getting 100% coverage
 - Implementing any lost functionality from Milestone 2
- Continue agile project management
- Add new requirements to gitlab task board

Task	Responsible
Update Requirements Analysis	Yifan
Agile Project Management	Everyone
Update UML - 4 DESIGN PATTERNS	Yifan
Update Assumptions	Yifan
Update Testing - get coverage to or close to 100%	Everyone
New Enemies (Doggie and Elon Musk) (aim: 3 days prior)	Chenhao(Yifan helping)
New Rare Items + DoggieCoin (aim: 3 days prior)	Chenhao(Yifan helping)
Drag and Drop for Items (aim: 5 days prior)	Chenhao(Yifan helping)
Shop (Finish first - aim: 5 days prior)	Steven
Implementing Goals Functionality (Aim: 5 days prior)	Brit
Different game modes (Can finish after shop is implemented)	Brit
Extensions <ul style="list-style-type: none"> - Music - Save and Load Game - Main Menu design - Screenshot - Other RPG elements 	Everyone - if we have time, try to do as much as we can.

Meeting #3 - 28/07/2021 - 11am

NOTES:

- Everyone is progressing well so far
- Other assignment due at the same time so we need to prioritise what we can get done and what extensions to do

- Plan is to finish or mostly finish before or on Friday and before Sunday so Yifan can compile the UML diagram and update assumptions and requirements analysis

Meeting #4 - 31/07/2021 - The Race to Finish

NOTES:

- Everyone has almost finished their parts
- Starting on extensions, will need to put in a lot of effort
- Aimed extensions are saving/loading game, music, maybe extra menu elements
- Continuing on adding design patterns
- At this stage, doing less but with better functionality and design will get us more marks according to forum
- Brittany working on newGame and modes
- Steven working on Shop
- Chenhao finished his creation of items and new enemies - hopefully starting on music extension

Meeting #5 - 1/08/2021

NOTES:

- Music Extension has been finished
- Finishing up last bits of NewGame, Game Modes, Shop
- Possible extensions include saving/loading game, maybe extra menu elements
- Continuing on adding design elements
- Attempting to finish most elements and designs from Milestone 3 to maximise marks
- Good job everyone final sprint!