Project Name	Dungeon Mania	Start Date		11-Oct								
Project Contact Person	Lum Sun Yuan	End Date		15-Nov								
Project Deliverables	Milestone 1,2 and 3	Overall Progress		60%		Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	

Tasks	Responsible	Start	End	Days	Status
Setup					
First kick-off meeting	Sun Yuan L.	14/10	14/10	1	Complete
Make a "meeting minutes" document	Elvin L.	14/10	14/10	1	Complete
Make a project timeline	Nic Sern S.	14/10	15/10	2	Complete
First draft of UML diagram	Keshiga G.	15/10	18/10	4	Complete
Develop a user stories document	Shreya R.	18/10	19/10	2	Complete
Initiation					
Agree on function/testing delegations	All members	19/10	19/10	1	Complete
Creating and saving games + tests	Nic Sern S.	19/10	22/10	4	Complete
Structure of entities class and subclasses	Sun, Nic	22/10	24/10	3	Complete
Player movement + tests	Sun Yuan L.	23/10	24/10	2	Complete
Inventory and Collectable Entities + Tests	Shreya R. Keshiga G.	23/10	26/10	4	Complete
Moving Entities	Nic Sern S.	25/10	27/10	3	Complete
Static Entities + tests	Elvin L.	26/10	28/10	3	Complete
Switch, boulder and door mechanics + tests	Elvin L.	27/10	30/10	4	Complete
Buildable Entities + tests	Keshiga G. Shreya R.	28/10	30/10	3	Complete
Player health and combat + tests	Sun Yuan L.	29/10	30/10	2	Complete
Interact functionality + tests	Keshiga G. Shreya R.	30/10	31/10	2	Complete
Combine assumptions	All members	30/10	01/11	3	Complete
UML for milestone 2	All members	30/10	01/11	3	Complete
Goals and winning condition + tests	Elvin L.	31/10	01/11	2	Complete
Submission of Milestone 1 and 2					
Bomb Detonation	Keshiga G	04/11	07/11	4	Complete
Dungeon and Entities Refactoring	Nic	05/11	08/11	4	Complete
Goal conjuctions (Composite pattern)	Elvin L.	05/11	11/11	7	Complete
Battle Function refactor	Sun Yuan L.	08/11	11/11	4	Complete
Inventory Refactoring	Shreya R, Keshiga G	08/11	12/11	5	Complete
New bosses	Sun Yuan L.	10/11	14/11	5	Complete
New Collectable and Buildable Entities + Tests	Shreya R, Keshiga G	11/11	14/11	4	Complete
Swamp tile	Nic	12/11	15/11	4	Complete
Frontend customisations	Elvin L.	12/11	15/11	4	Complete
Complete Assumptions	All Members	13/11	15/11	3	Complete
UML for Milestone 3	All Members	14/11	15/11	2	Complete
Submission of Milestone 3					

ATTENDEES:	Keshiga, Shreya, Nic, Sun, Elvin
DATE:	14/10/21
TIME:	16:00-18:00

AGENDA:
- Plan Assignment

MINUTES AND PROCEEDINGS:

- Read through spec as a team
- Planned our next meeting time
- Started discussing possible class representation
    - Entities super class may include static, moving, etc
- Set weekly meeting time: Tuesday 8pm on discord and Thursday 4pm during lab time on teams
    - Have other improv meetings as required

DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
Develop user stories (with reference implementation)	All	15/10/21
UML draft	All	15/10/21
Create a timeline (Draft gantt chart)	All	15/10/21

UPCOMING EVENTS AND REMINDERS:
- Essentially complete 4.1 and 4.2 by Week 6 Tuesday meeting

ATTENDEES:	Keshiga, Shreya, Nic, Sun, Elvin
DATE:	15/10/21
TIME:	20:00-21:30

AGENDA:

- Make UML sketch draft 1
- Plan assignment/ timeline

MINUTES AND PROCEEDINGS:

- Made shared UML Lucidchart doc
    - Made first draft - created classes, no relationships done yet
- Started discussing possible class representation
    - Entities super class may include static, moving, etc
- Looked through the given repo and discussed together
- Looked through front-end so far
- Planned our next meeting time (Monday - Keshiga, Nic & Sun)

DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
Develop user stories (with reference implementation)	Everyone	19/10/21
Finish UML to submit draft	Keshiga, Nic, Sun	18/10/21

UPCOMING EVENTS AND REMINDERS:
- Everyone watch lectures!
- Essentially complete 4.1 and 4.2 by Week 6 Tuesday meeting

ATTENDEES:	Keshiga, Nic, Sun
DATE:	16/10/21
TIME:	20:00-21:30

AGENDA:

- Make UML sketch draft 1

MINUTES AND PROCEEDINGS:

- Completed UML Diagram Draft 1
- Discussed patterns - movable strategy pattern; collected state pattern for collectable items

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DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
Develop user stories (with reference implementation)	Everyone	19/10/21
Make Email to send to George	Keshiga	18/10/21

UPCOMING EVENTS AND REMINDERS:
- N/A

ATTENDEES:	Nic, Sun, Keshiga, Elvin, Shreya
DATE:	19/10/2021
TIME:	21:00 - 22:45

AGENDA:
- Write up a few user stories
- Fix UML according to feedback from tutor (inclusion of patterns + changing arrow directions)
- Delegate tests & functions

MINUTES AND PROCEEDINGS:
- Split up functions into 5 sections:
    - https://docs.google.com/document/d/1cxdMb3_HtRUABQgd_M7DQSgY8abTzRGEo542ryP9z_A/edit
    - Decided that each person will reate 2 branches - one for testing and one for actual functionality; we will then merge the testing branch into our other branch when completed.
- Fixed up UML diagram arrows and multiplicity according to feedback
    - Switched direction of composition/aggregation diamonds where necessary
- Discussed user stories and found examples to work from (tutorial slides + 1531 notes); then started writing the main ones in order from most to least important:
    - https://docs.google.com/document/d/1ZScBA0e6cGNAMSlI6t7O6YiBxZcUDznoeCOKhZdV134/edit

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DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
Testing for assigned functions	Everyone	22/10/2021
Functionality	Everyone	Week 7 meeting (?)

UPCOMING EVENTS AND REMINDERS:
- Next meeting: 6pm Friday 22/10
- Ask george:
    - Can we put our google drive folder in gitlab repo? It says in the spec we can use google doc for minutes
    - Does planning.pdf need extra weekly to-do stuff or is what we have in the project timeline / minutes enough?

ATTENDEES:	Nic, Elvin, Keshiga, Sun, Shreya
DATE:	22/10/2021
TIME:	18:00 - 18:30

AGENDA:
- Everyone update on progress
- Email update

MINUTES AND PROCEEDINGS:
- Email update from George:
    - Don't need to worry about version history for meeting minutes
- Keshiga, Elvin, Shreya: planned some tests
- Sun & Nic: did new, load and save game + tests; started creating classes for dungeon and game
    - Merge request sent
- Nic showed the team how is code works by sharing screen
    - Names added
    - Can create save and load games; games will stay saved if we close tab
    - Boulder dungeon won't work yet due to being on top of switch
    - Basic testing - may need to add more based on coverage
- Unable to merge:

✓ Merge Ready to be merged automatically. Ask someone with write access to this repository to merge this request

DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
Ask on ed forum about Merge request access denied	Keshiga	22/10/2021
Tests	Everyone except Nic	Tuesday 26/10/2021
Implementation	Everyone	Tuesday 26/10/2021

UPCOMING EVENTS AND REMINDERS:
- Next meeting: 26/10/2021 20:00

ATTENDEES:	Nic, Elvin, Keshiga, Sun, Shreya
DATE:	26/10/2021
TIME:	20:00 - 20:30

AGENDA:
- Everyone update on progress
- Clarify

MINUTES AND PROCEEDINGS:
- Keshiga & Shreya: Collect items & adding to inventory is completed
  - Usage of items not yet implemented - state pattern? Would require a lot of files; emailing George to get recommendation
- Nic & Sun: working on moving entities
  - moving spider & zombie implemented
  - Spawning movement to be done
- Elvin:
  - Used state pattern
  - Confused about actual implementation
- Battle & health:
  - Discuss and decide together on Thursday - must coordinate with each other for that
- Bomb implementation - bomb needs to detonate if a boulder is on an adjacent switch
  - Should bomb become a static entity?
  - Should all entities have a 'tick' function - so that each entity can assess all entities in the map
  - Adjacent function
  - Kesh, Shreya and Elvin to discuss together
- Nic & Sun to merge moving stuff and then Keshiga will merge collectable interface

DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
Finish Moving Entities (MVP)	Sun, Nic	27/10/2021
Collectable BB tests	Shreya	27/10/2021
Finish Item usage implementation	Keshiga, Shreya	28/10/2021
Static stuff	Elvin	

UPCOMING EVENTS AND REMINDERS:

- Next meeting: tut (3pm 28/10/2021)

ATTENDEES:	Nic, Elvin, Keshiga, Sun, Shreya
DATE:	28/10/2021
TIME:	16:00 - 18:00

AGENDA:
- Everyone update on progress
- Ask george:
    - Battle stuff
    - Updating pictures for keys, doors, etc.

MINUTES AND PROCEEDINGS:
- Keshiga & Shreya:
    - we can now make sure key is only collected into the inventory once
    - Items structure has been clarified with george; will be implemented by using state patterns for only potions, etc.
- Nic & Sun: working on moving entities
    - Merge request sent for more moving entities
    - Mercenary not yet done
- Elvin:
    - Implemented boulder
    - Error to do with layers not fixed
        - Changing positions in boulders.json due to overlaps
- Project check-in
    - Using strategy pattern for enemy movement would be good
        - E.g. zombies and
    - State pattern for doors:
        - closed/ open door state
    - Observer for mercenary?
        - Make mercenary subscribe to the player so that the merc knows where the player is
    - sword/armour/shield etc usage: assume that they are automatically used - kind of constantly in their hands; we can decide in what order they are used and stuff
    - Can leave keys as one colour for now
        - In milestone 3 we need to implement each specific key mapping to a specific door
        - Add to assumptions that all keys are gold for now

DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
Items structure & implementation	Keshiga, Shreya	31/10/2021

Items tests	Keshiga, Shreya	30/10/2021
Static entities implementation	Elvin	31/10/2021
Static Tests	Elvin	30/10/2021
Battle	Sun & Nic	31/10/2021

UPCOMING EVENTS AND REMINDERS:

- Next meeting: 29/10/2021
    - Need to figure out what can and cannot be completed before the Milestone 1 & 2 deadline next monday (01/11/2021)
    - Still to revise:
        - UML - document design patterns
        - Assumptions.md update as a group

ATTENDEES:	Nic, Elvin, Keshiga, Sun, Shreya
DATE:	29/10/2021
TIME:	20:00 - 21:00

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AGENDA:
- Everyone update on progress
- Revise the UML diagram to include design pattern choices (duplicate and revise in a new document for Milestone 2 requirements) (ensure 3 solid design patterns)
- Add all assumptions to the google doc as a group - individual and check that we haven't missed any
- Discuss battle stuff together
- Plan what we want to do before the submission date and how we want to do it

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MINUTES AND PROCEEDINGS:
- Update issues on repo
- Battles implemented (Sun)
- Still to do:
    - Items (incl buildable) (Kesh & Shreya)
    - The game modes need to be updated (no battles in peaceful mode)
- UML diagram changed for milestone 2 design updates
- Fix the json stuff for mapping key and door + portals
    - Add statements in mapLoader.java

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DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
Items structure & implementation	Keshiga, Shreya	31/10/2021
Items tests	Keshiga, Shreya	30/10/2021
Static entities implementation	Elvin	31/10/2021
Static Tests	Elvin	30/10/2021
Battle implementation & tests	Sun & Nic	31/10/2021
Format assumptions google doc into assumptions.md	Shreya	31/10/2021

Update project timeline	Everyone	31/10/2021

UPCOMING EVENTS AND REMINDERS:

- Next meeting: 30/10/2021
- Before submission:
    - Everything is merged properly
    - Timeline, issues on gitlab are updated/ completed/ closed
    - Meeting minutes formatted correctly
    - Assumptions.md makes sense & formatted correctly
    - Repo formatted correctly

ATTENDEES:	Nic, Elvin, Keshiga, Sun, Shreya
DATE:	30/10/2021
TIME:	20:00 - 21:30

AGENDA:
- Everyone update on progress
- Start getting things ready for submission

MINUTES AND PROCEEDINGS:
- Nic started merging branches together
    - Some merge conflicts resolved together
- Not done:
    - Elvin: Exit and goals
    - Nic & sun: mercenaries
    - Keshiga & Shreya: items; buildables

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DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
Goals	Elvin	31/10/2021
Buildables	Keshiga, Shreya	31/10/2021
Interact functionality	Keshiga, Shreya	31/10/2021
Mercenary	Nic	31/10/2021
Battle tests	Sun	31/10/2021
Format assumptions google doc into assumptions.md	Shreya	31/10/2021
Update project timeline	Everyone	31/10/2021

UPCOMING EVENTS AND REMINDERS:
- Next meeting: 31/10/2021
- To consider:

- Pattern for movement
- Before submission:
    - Everything is merged properly
    - Check coverage
    - Timeline, issues on gitlab are updated/ completed/ closed
    - Meeting minutes formatted correctly
    - Assumptions.md makes sense & formatted correctly
    - Repo formatted correctly
    - Uml

ATTENDEES:	Nic, Elvin, Keshiga, Sun, Shreya
DATE:	04/11/2021
TIME:	16:00 - 17:30

AGENDA:
- Plan timeline for Milestone 3

MINUTES AND PROCEEDINGS:
- Need to do:
    - Complete unfinished things from Milestone 2
        - Bomb - Kesh
        - Goals conjunctions composite pattern: Elvin
    - Health bar - Sun
    - Making new classes:
        - Battle
- Refactoring code
    - tick function in controller: Kesh & Shreya
    - Battle loops - Sun
- Milestone 3
    - Collectable / buildable new things: Kesh & Shreya
    - Bosses: Sun/ Nic
    - Implement algorithm: Nic
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DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
Refactoring	Kesh, Shreya	07/11/2021
Bomb implementation	Kesh, Shreya	07/11/2021
New collectible / buildables	Kesh, Shreya	07/11/2021
Goals	Elvin	07/11/2021
Health Bar	Sun	07/11/2021
Djikstra's algorithm for mercenary/ assassins	Nic	

Bosses		

UPCOMING EVENTS AND REMINDERS:
- Next meeting: 09/11/2021

ATTENDEES:	Nic, Elvin, Keshiga, Sun, Shreya
DATE:	09/11/2021
TIME:	20:00 - 21:00

AGENDA:
- Update everyone

MINUTES AND PROCEEDINGS:
- Nic implemented observer pattern
- Kesh implemented bomb
- Kesh & Shreya began refactor for inventory class usage
- Elvin implemented and/or goals
    - Nested goals not yet working
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DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
Refactoring	Kesh, Shreya, Nic	10/11/2021
New collectible / buildables + tests	Kesh, Shreya	11/11/2021
Nested goals	Elvin	11/11/2021
Health Bar	Sun	10/11/2021
Djikstra's algorithm for mercenary/ assassins	Nic	11/11/2021
Battle extras	Sun	12/11/2021

UPCOMING EVENTS AND REMINDERS:
- Next meeting: 11/11/2021
- To consider:
    - Leave time for UML update

ATTENDEES:	Nic, Elvin, Keshiga, Sun, Shreya
DATE:	11/11/2021
TIME:	16:00 - 18:00

AGENDA:
- Update everyone
- Plan for submission

MINUTES AND PROCEEDINGS:
- Discussed about patch
    - Standard vs standard etc fixed
    - width/height stuff removed
    - Pushed to a new branch for remarking
- Nested goals not complete
    - Elvin shared his code to work out together
- Asked George about nicer buildable and using decorator pattern for weapons
    - "If what you have works now, don't worry about it"
- Set goals and delegations for next meeting

DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
New collectible / buildables + tests	Kesh, Shreya	13/11/2021
Nested goals	Elvin	11/11/2021
Health Bar	Elvin	14/11/2021
Frontend customisations	Elvin	14/11/2021
Djikstra's algorithm for mercenary/ assassins	Nic	11/11/2021
Battle extras	Sun	12/11/2021

UPCOMING EVENTS AND REMINDERS:
- Next meeting: 14/11/21

ATTENDEES:	Nic, Elvin, Keshiga, Sun, Shreya
DATE:	14/11/2021
TIME:	22:30 - 23:30

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AGENDA:
- Update everyone
- Merge everything in to master
- Check coverage
- Update UML

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MINUTES AND PROCEEDINGS:
- Discussed progress
- Merged buildable/ battle stuff into master
- Merged frontend customisations into master
- Update parts each person worked on in UML
- Fix coverage by adding more tests (especially for hydra and assassin)

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DELIVERABLES (BOTH NEW AND DUE PREVIOUSLY):

ACTION	ASSIGNED TO	COMPLETED BY
Complete UML	All	15/11/21 10:00 am
Merge Zombie Tile Movement + loading/saving tick elapsed	Nic, Sun	15/11/21 10:00 am
Add in remaining assumptions	All	15/11//21 10:00am

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UPCOMING EVENTS AND REMINDERS:
- nothing