Team Legend

Colour	Member
Pink	Liam
Blue	Yixuan
Orange	Moses
Yellow	Patten
Green	Leila

Week 4

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Meetings + attendance		Received + read specification			Meet in lab, discuss requi...	UML graph design and User Story	
						UML Graph design start UI design	Finsh own version of UI design
						start on low fi ui design	
							Start on low fi ui design
						Upload epics + user stories so far to gitlab prior to meeting	Worked on Figma Lo-Fi UI

Week 5

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Meetings + attendance			Assumption of the project and UI design		schedule Team meeting		
			Started project timeline, added some assumptions, figma UI			Write tests for BasicEnem class - DONE	Write tests for HeroCastleBuilding class
			worked on some assumptions and UI design during meeting		Worked on Project Timeline and assumption	Write tests for Sword clas...	Write tests for Character class - DONE
	added saved games interface on low fi ui design		completed lo-fi ui design			Write tests for HealthPotio... class	Writes tests for goal class
	finish on low fi ui design	worked on assumptions and UI designs as a group			finished assumptions worked on timeline	Write tests for TowerBuilding class	Write tests for TowerCard class
		worked on some assumptions prior to meeting	edit some user stories + e...		Complete user stories + epics + upload all to gitlab	Write test for Zombie Pit buliding Partly Done	Write tests for ZombiePitCard classPartly Done

Week 6

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
			Finish UML & Finalise Design		Finish Tests		
	✓ Write tests for BarrackBuilding/HeroCast...	Write tests for BarrackCar... class	Write tests for Stake class	Write tests for Helmet class - DONE	implement BasicEnemy class - DONE	✓Implement HeroCastleBuilding class	✓Implement BarrackBuilding class
	✓ Write tests for VillageBuilding class	Write tests for VillageCard class	Write tests for Staff class	Write tests for Slug class	implement Sword class - I...	Implement Character clas...	✓Implement VillageBuilding class
	Write tests for TrapBuildin... class	Write tests for TrapCard c...	Write tests for Armour clas...	Write tests for Zombie class - DONE	implement HealthPotion class	Implement goal Class	Implement TrapBuilding class
	Write tests for CampfireBuilding class	Write tests for CampfireCa... class	Write tests for Shield clas...	Write tests for Vampire class	implement TowerBuilding class	Implement TowerCard cla...	Implement CampfireBuilding class
Week 6	✓ Write tests for VampireCastleBuilding cla...	Write tests for VampireCastleCard class	Write tests for AlliedSoldi... class DONE	Write tests for Inventory class Partly Done	implement ZombiePitbuilding class	Implement ZombiePitCard class	✓Implement VampireCastleBuilding class

Week 7

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
	Complete Backend						Complete frontend
							Add Doc Strings, complete UML, meeting minutes
	✓Implement BarrackCard class	Implement Stake class - ...	Implement Helmet class - ...	start main menu scene	implement Weapon class	finish main menu scene	
	✓Implement VillageCard	Implement Staff class - D...	Implement Slug class - D...	start ingame scene	FInish Store view	finish ingame scene	
	Implement TrapCard class	Implement Armour class	Implement Zombie class -...	start fighting scene	FInish Purchase view	finish fighting scene	fixing camelcase
	Implement CampfireCard class	Implement Shield class	Implement Vampire class	start start game scene	Start and finish select fxml and controller	finish start game scene	Add Doc Strings, Worked on UML, Assumptions
Week 7	✓Implement VampireCastleCard class	Implement AlliedSoldier class	Implement Inventory class	start pause scene		finish pause scene	
	Catch up on backend implementation		Adjust user stories and acceptance criteria		Update UML	debug backend	Write tests for backend

		LoopManiaApplication.jav	Anduril us + ac	new goal type (kill all boss	add anduril	add new goal type	implement anduril
		Zombit pit card Test	doggie us+ ac	doggie tests	add doggie	test new goal type	implement doggie
		Zombit pit BulidingTest	doggiecoin us + ac	doggiecoin tests	add doggiecoin		implement doggiecoin
	Fixed bugs, Fighting mechanism	added various type of buildings and enemies to the frontend	treestump us + ac	randomize enemy dropping when defeated	add treestump	removed white background of all building and enemy src image	implement treestump
Week 8		fix backend for allied solider	confusing mode us + ac	add theOneRIng	add confusing mode	Complete building effect of various building type	implement confusing mode
	Implement new backend	fix up & test backend buil	implement new front end				
	test treestump	implement new goal type	Additional extensions				
	implement doggie	fixing/debugging tests	fixed tests: armour, barracks, healthpotion, shield, towerbuilding	fixed tests: trapbuilding, doggie, villagebuilding			
	implement doggiecoin	implemented observer pattern between buildings and character/enemies	display character information such as gold, exp, cycle and health bar to UI	Worked on frontend of shop interface and confirm purchase page	Added doggie and doggie coin to the GUI		
	test anduril	updated observer pattern and other changes to UML	adding music				
Week 9	implement confusing mod	Debug test and backend					

Date: 26.06.2021
Time: 4:00pm - 5:10pm
Attendees: Leila, Moses, Yixuan

Agenda Item: Discuss taskboard on Gitlab
- Waiting for clarification on the forum

Agenda Item: Create group files for Low-Fi UI and UML
- https://lucid.app/lucidchart/cfb329cd-d849-407b-a25b-b56265964710/edit?shared=true&page=0_0# UML
- https://www.figma.com/file/jwhF6XCkJ67zLLbGLAfaLr/Loop-Mania?node-id=0%3A1 UI

Agenda Item: Begin working on UML
- Made progress on outlining the UML and required classes
- Still need some clarification outlined below
- Had issues with some members being unable to create more classes/relationships due to needing to upgrade

Agenda Item: Low-Fi prototype
- Created file we can all work on simultaneously
- Decided to all come up with a design and then come back together and grab the good points of everyone's design

Agenda Item: Determine questions to ask
- Clarify style requirements for extending classes
- Clarify relationship between cards and buildings
- Clarify classes from source code (if/how they should be included in UML)

Date: 30.06.2021
Time: 8:00pm - 9:30pm
Attendees: Moses, Patten, Yixuan, Liam

Agenda Item: Low-Fi UI
- Combine ideas and morph everything into one design
- Finalised interface

Agenda Item: Collaborate and design item buy menu UI
- Completed buy menu UI
- Will annotate features on UI by friday

Agenda Item: Project Timeline
- Created spreadsheet to log completed individual and group tasks
- Will have another meeting with all members to sort out individual tasks

Agenda Item: Assumptions
- Added more assumptions into assumptions file

Agenda Item: UML Diagram
- Discussed potential classes & relationships
- Need to finalise the whole thing on friday

Date: 02.07.2021
Time: 13:00pm - 14:30pm
Attendees: Moses, Patten, Yixuan, Liam, Leila

Agenda Item: Project Check in
-   Discussed with tutor our UML and UI design

Agenda Item: Project Timeline
-   Added more goals
-   Made plans for next meet up.

Date: 08.07.2021
Time: 8:00pm - 10:00pm
Attendees: Moses, Patten, Yixuan, Liam, Leila

Agenda Item: UML Diagram
-   Discussed and collaborated on the UML diagram
-   Added more classes
-   Added attributes and methods to all classes
-   Emailed tutor for feedback

Date: 13.07.2021
Time: 5:00pm-5:40pm
Attendees: Moses, Patten, Yixuan, Liam, Leila

Agenda Item: UML Diagram
-   Confirmed UML diagram
-   Added getters and setters
-   Made changes based on Ivan's recommendations

Agenda Item: Discuss tests
-   Spoke about everyone creating their own branch
-   Pull from git before working
-   Push even small changes
-   Work on tests that haven't been done already as shown in project timeline spreadsheet

Agenda Item: Schedule next meeting
-   LOTS to do before Monday morning
-   Trying to get all tests done by Thursday afternoon
-   Meet Thursday 15.07 around 5:00pm

Date: 15.07.2021
Time: 9:00pm-9:30pm
Attendees: Moses, Patten, Yixuan, Liam, Leila

Agenda Item: Discuss testing
- Everyone's working on tests
- Make sure to update project timeline as we go

Agenda Item: UML
- UML is going to need a lot of updating
- Need milestone 1 feedback tho :(
- Will update project timeline and UML with new objects as we find we need them

Agenda Item: Backend
- Start backend during lab tomorrow
- Prioritise based on gitlab taskboard

Agenda Item: Assumptions
- UPDATE ASSUMPTIONS as we work on tests and backend!

Date: 16.07.2021
Time: 1pm-3pm
Attendees: Moses, Patten, Yixuan, Liam, Leila
Agenda Item: Discuss testing
- Complete all tests
- Test for coverage

Agenda Item: UML
- Fixed up UML to include 3 types of design principles

Agenda Item: Backend
- Plan to complete backend by sunday

Date: 17.07.2021
Time: 9:00pm-10:00pm
Attendees: Moses, Patten, Yixuan, Liam, Leila
Agenda Item: Back End
- Prioritise implementing key features as we will not get to finish everything

Agenda Item: Project Management
- Add doc strings to all functions
- Made sure to use camel case
- Made sure formatting is uniform across all files.

Date: 1.08.2021
Time: 9pm
Attendees: Moses, Patten, Yixuan, Leila
Agenda Item: Backend
- Discuss fixing and debugging tests
- Additional extensions (add music/buildings/enemies/Popup menu)

Agenda Item:
- Fix UML to suit code

Version History:

2511 Project ✏️   Chat   Files   +   📹 📞 👥5

8 July 2021

📞 Call started   8/7, 8:15 pm

8/7, 8:17 pm
pls invite 🙂

MC Moses Chen 8/7, 9:04 pm
https://lucid.app/lucidchart/invitations/accept/inv_fc7f55e9-9c8d-49c7-96af-f99d52310944

📞 Call ended 1h 38m   8/7, 9:53 pm

13 July 2021

📞 Call ended 1m 4s   13/7, 5:04 pm
📞 Call ended 33m 28s   13/7, 5:40 pm

15 July 2021

📞 Call ended 27m 49s   15/7, 9:29 pm

17 July 2021

📞 Call ended 44m 26s   17/7, 9:48 pm

Today

📞 Call ended 2m 2s   9:35 pm

30 July 2021

Meeting in "Group FRIDGE" ended: 2h 14m   LB MC YC IV +1

⬇️ **Attendance report**
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Today

"Group FRIDGE"中的会议 ended: 14m 48s   MC YC PO

↩ Reply

Meeting ended: 10s   LB

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16 July 2021

Meeting in "Group FRIDGE" started

5 replies from you, Moses, Yixuan, and Liam

↩ Reply

23 July 2021

Meeting in "Group FRIDGE" ended: 14s   LH

↩ Reply

Meeting in "Group FRIDGE" ended: 45s   LH MC

↩ Reply

Meeting in "Group FRIDGE" ended: 1h 36m   LH ⬤ LB MC YC +2

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2 July 2021

Meeting in "Group FRIDGE" ended: LH

↩ Reply

Meeting in "Group FRIDGE" started

11 replies from you, Yixuan, Patten, and Moses

↩ Reply

8 July 2021

"Group FRIDGE"中的会议 ended: YC

↩ Reply

Meeting ended: 8s   LB

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