	Monday	Tuesday	Wednesday	Thursday	Friday
Week5	stand up	stand up (Mengrong and Vivian)	stand up		
	Draft UML Draft Assumptions, Epic Stories and User Stories Draft Assumptions, Epic Stories and User Stories Draft User Interface	Improve Assumptions, Epic Stories and User Stories Improve Assumptions, Epic Stories and User Stories	Add goal tree in the UML diagram Add story points and priority Add story points and priority Improve User Interface	Finish and upload UML diagram Draft Timeline and Meeting Minutes Finish and upload Assumptions Improve User Interface	Finish and upload planning Finish and upload design
Week7	stand up		stand up		stand up
	Item: Gold Potion Mode: Standard Mode and Berserker Mode Basic Functions: Default values Building: Vampire Castle & Hero's Castle	Item: Sword Stake Mode: Survival Mode Basic Functions: Goals Building: Zobmie Pit & Tower	Item: Armour Staff Mode: debug Basic Functions: Pause Building: Village & Barracks	Item: Shield Helmet Enemy: Slugs Basic Functions: Exit Building: Trap & Campfire	Item: The One Ring Enemy: Zombies Basic Functions: Selling and purchasing Building: Test & Improve
Week8	stand up		stand up		stand up
	Item: Gold Potion Test & Improve Enemy: Vampires Basic Functions: debug Building: Test & Improve	Item: Sword Stake Test & Improve Enemy: debug Basic Functions: debug Building: Test & Improve	Item: Armour Staff Test & Improve Enemy: debug Basic Functions: move building cards Modify Frontend	Item: Shield Helmet Test & Improve Mode: Mode Test & Improve Basic Functions: equip the equipment Modify Frontend	Item: The One Ring Test & Improve Enemy: Slugs and Zombies Test & Improve Basic Functions: debug Modify Frontend
Week9	stand up		stand up		stand up
	Code Style and comments Improved Enemy: Vampires Test & Improve Improve Milestone2 Improve Frontend Experience	Coverage Improvement Improve and Extend Mode Improve Milestone2 Improve Frontend Experience	Bonus Mark Work Improve and Extend Enemy Debug and testing Improve Frontend Experience	Bonus Mark Work Improve and Extend Enemy Extension Test & Improve Frontend	Test & Improve Debug and Tesing Test & Improve Frontend

🟧	ShiTong Yuan
🟪	Mengrong Li
🟦	Vivian Huang
🟩	Hongsheng Fu

Meeting 28/06

Attendees
- Shi Tong Yuan
- Mengrong Li
- Vivian Huang
- Hongsheng Fu

Discussion Points
- Discuss the structure of the game
    - Including equipment, enemies, buildings, items and fighting between the character and enemies
- Determine the basic flow of the game
- Analyze the starter code and discuss how to classify classes in the UML diagram
- Discuss the rules of the game
    - Including basic rules, building rules, items rules, fighting rules and selling rules
- Discuss the style of the user interface design and draw a sketch
- Allocate tasks

Action Items:
- Shi Tong Yuan: Create and complete the first version of UML diagram
- Mengrong Li: List out initial epic stories and user stories and list 5 rules in the assumptions
- Vivian Huang: List out initial epic stories and user stories and list 5 rules in the assumptions
- Hongsheng Fu: Draw user interface based on user experience and user interactions

通话已开始　　星期一 下午4:09

通话结束　7 小时 12 分　星期一 下午11:22

Meeting 29/06

Attendees
- Mengrong Li
- Vivian Huang

Discussion Points
- Discuss the structure of epic stories and user stories
  - List epic stories based on the structure of the game
  - List user stories based on user actions and character functions.
- Discuss assumptions
  - Make detailed fighting rules of the game
  - Make detailed selling and purchasing rules of the game
  - Make detailed rules of buildings and items in the game

Action Items:
- Vivian Huang: Finish assumptions, finish 5 epic stories, finish 26 user stories, finish acceptance criteria
- Mengrong Li: Finish assumptions, finish 5 epic stories, finish 26 user stories, finish acceptance criteria

"常规"中的会议已结束：5 小时 3 分

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↵ 回复

Meeting 30/06

Attendees
- Shi Tong Yuan
- Mengrong Li
- Vivian Huang
- Hongsheng Fu

Discussion Points
- Discuss how to add story points for each user story
  - Add story points for each user story at different levels from 1 point to 4 points
- Discuss how to add priority for each user story
  - Add priority for each user story at different levels from low priority, medium priority to high priority
- Discuss issues arising from the UML diagram and improve them
  - Change and add different pattern in the UML diagram
- Discuss issues arising from the user interface and improve them
  - Add the game goal in the game interface
- Summarize meeting minutes

Action Items:
- Shi Tong Yuan: Fix the problem in the UML diagram and upload the final version to GitLab
- Mengrong Li: Add all epic stories and user stories to the GitLab board, write a plan of project management including timeline and meeting minutes
- Vivian Huang: Add all epic stories and user stories to the GitLab board, modify the format of the assumptions and upload it to GitLab
- Hongsheng Fu: Fix the problem in the user interface design and upload the final version to GitLab

"General"中的会议已结束：5 小时 1 分

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↩ 回复