

| | 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: Zombiie Pit & Tower | Item: Armour Staff Enemy: Slugs Basic Functions: Pause Building: Village & Barracks | Item: Shield Helmet Enemy: Zombies Basic Functions: Exit Building: Trap & Campfire | Item: The One Ring Enemy: Vampires Basic Functions: Selling and purchasing Building: Test & Improve |
| Week8 | | | stand up | | |
| | Item: DoggieCoin Enemy: Doggie Basic Functions: Set Speed Building: Test & Improve | Item: Anduril, Flame of the West Enemy: Elan Muske Basic Functions: Set Music Building: Test & Improve | Item: Tree Stump Enemy: Debug Basic Functions: Restart Customized Map | Item: Anduril Test & Improve Mode: Confusing Mode Basic Functions: Debug Load Customized Map | Item: Tree Stump Test & Improve Mode: Debug Basic Functions: Debug Set Goal |
| Week9 | stand up | | | | stand up |
| | Saving Game function Enemy: Doggie Test & Improve Basic Functions: Test Modify Frontend Experience | Saving Game function Enemy: Elan Muske Test & Improve Basic Functions: Test Improve Frontend Experience | Loading Game function Mode: Confusing Mode & Improve Extension Improve Frontend Experience | Loading Game function Coverage Improvement Extension Test & Improve Frontend | Coverage Improvement Test & Improve Debug and Tesing Test & Improve Frontend |
| | | | | | |
| | ShiTong Yuan | | | | |
| | Mengrong Li | | | | |
| | Vivian Huang | | | | |
| | Hongsheng Fu | | | | |

Milestone 3

Meeting 21/07

Attendees

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

Discussion Points

- Discuss what extended functions will be added in milestone3
 - Added features about game maps, saving and loading game progress
- Discuss everyone's progress of the project and integrate
 - If the functions don't follow the assumption, discuss change the functions or the assumption
- Discuss issues arising from the frontend and improve them
- Discuss how to complete the unfinished features
 - Plan the overall structure of the project

Action Items:

- Shi Tong Yuan: Create new items DoggieCoin, Anduril and Tree Stump
- Mengrong Li: Create new bosses Doggie and Elan Muske
- Vivian Huang: Set up a new mode confusing mode
- Hongsheng Fu: Create new maps Forest, IceWorld, Desert and customized map

“General”中的会议已结束：5 小时 1 分



出席报表

单击此处下载出席报表

← 回复

Meeting 26/07

Attendees

- Mengrong Li
- Vivian Huang

Discussion Points

- Discuss how to write user stories of milestone3
 - According to the extended features
- Discuss how to add story points for each user story of milestone3
- Discuss how to add priority for each user story of milestone3
- Discuss assumptions
 - Change and improve the rules of the game

Action Items:

- Vivian Huang: Finish user stories and assumptions
- Mengrong Li: Finish user stories and assumptions

General已结束：3 小时 7 分

ML

VH



出席报表

单击此处下载出席报表

← 回复

Meeting 30/07

Attendees

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

Discussion Points

- Discuss whether the game's features of milestone3 are complete
 - Put all the code together and run the game.
- Discuss whether the game has bug
 - Play the game many times and fix the bugs in the code
- Discuss the game balance issues
 - Especially the success rate of killing bosses.
- Discuss how to design the tests and improve coverage
- Summarize meeting minutes

Action Items:

- Shi Tong Yuan: Set the new goals and create the restart, save game, and load game function
- Mengrong Li: Improve the UML diagram and write the planning
- Vivian Huang: Create and improve tests and check the coverage
- Hongsheng Fu: Improve the user interface design and add special effects

Meeting in "General" 已结束: 2 小时 2 分



↩ 回复