

| | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday | Sunday | Due Date |
|--------|---|--|---|---|--|---|---|---|
| Week 6 | | | Timeline | Timeline | Timeline | Timeline | Timeline | |
| | | | UML | UML | UML | UML | UML | |
| | | | UML | UML | UML | UML | UML | |
| | | | Assumptions | Assumptions | Assumptions | Assumptions | Assumptions | |
| | | | UML | UML | UML | UML | UML | |
| | | | | | | | Milestone 2 Planning | |
| Week 7 | Implement walls, boulder, exit, entity, static entity | Implement Switch, Door, | Implement method that analyses JSON files, portal, zombie spawner | Implement mercenary | | Implement Portal Function, Implement Door Functions | | |
| | | | Implement collectable entity, treasure, key, invisibility position, wood, arrow | Implement invisibility potion, sword, armor | Implement functions of key and Battles | Implement bomb and One Ring | Update UML, Implement health potion and its functions | |
| | Implement tick, and new game | | Implement boulders function along with goals for switch | Implement goals for maze | Implement Save game | Implement load game and all games | | |
| | | Implement moving entity, Character's interaction with wall | Implement Character's interaction with boulder | Implement mercenary and mercenary movement | Implement zombie spawner and zombie movement | Implement invincibility potion and its functions | Finalize Assumptions | |
| | | Implement switch, door | | Implement mercenary movement | Implement battles | Implement spiders spawning and movement | | Milestone 1 and 2 due November 1 st 10am |

| Week 8 | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday | Sunday | |
|--------|---|--|--|---|--|--------------------|--|--|
| | Fix frontend images for doors/unlocked doors, work on planning timeline | Fix frontend images for doors/unlocked doors | Fix frontend images for doors/unlocked doors | | Give extra colours to portals for frontend | | Fix Character's position after entering a portal | |
| | Fix invisibility when picking up items | Fix buildables list after crafting items | Fix exception error for potions | | Update UML diagram | Update UML diagram | Update UML diagram | |
| | | Fixed gamemode capitalization issues | | Fix loading in of json files through file loader function | | | | |
| | Fix zombie toast | Fix zombie toast spawner | Fix Interact | Fix Interact | Fix Interact | Fix Interact | Fix Interact | |
| | Fix bomb explosion | Fix spider boulder collision behavior | | Fix null pointer exception maze | | | Additional tests for bomb explosion, spider boulder collision behavior, nullpointerexception in maze | |
| | Milestone 2 Fix Planning | | | | | | Milestone 3 Planning | |

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| Week 9 | Fix Interact | Implement tests for swamp tiles and lightbulb | Implement Swamp Tiles for mercenary, zombie toast | | Implement Swamp Tiles for spider, hydra boss and assassin | Implement Lightbulb, wire, and switch doors | Double check for any errors to fix | |
| | Implement tests for Sunstone, Anduril | Implement tests for sceptre and midnight armour | | Implement Sunstone | Implement Anduril | | | |
| | Implement tests for time turner | Implement time turner and time turner rules | | Add in milestone3 entities for save game | Add in milestone3 entities for load game | Look for bugs and fix them | Double check for any errors to fix | |
| | Implement tests for hydra boss, Assassin and Dungeon generator | Implement Hydra Boss | Implement Assassin | Implement Assassin | Implement dungeon generator | Implement dungeon generator | Double check for any errors to fix | |
| | Implement Dijkstra tests for assassin | Implement Dijkstra tests for mercenary | Implement Dijkstra for mercenary | | Implement Dijkstra for assassin | Frontend customisation | Double check for any errors to fix | Milestone 3 due Monday 10am 15 th November |