


















Action	Responsible	Start date	End date	Required resources	Status
<i>Draft UML</i>	All	17/10	19/10	None	Done
<i>Entity Spawning and EntityResponse</i>	All	21/10	24/10	None	Done
<i>Dungeon and Dungeon Response</i>	Joshua	21/10	24/10	None	Done
<i>Tick</i>	All	21/10	24/10	None	Done
<i>Movement</i>	All	24/10	25/10	Entity	Done
Spider	Joshua	24/10	<del>30/10</del> 30/10	Entity	Done
Entity	Zane	24/10	25/10	None	Done
Item and Inventory	Ryan	27/10	27/10	Dungeon, Entity	Done
Boulder	Pratik and Ritsab	26/10	27/10	Movement, Entity	Done
Goals	Zane	28/10	30/10	None	Done

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<i>Item Functionality</i>	Ryan	28/10	05/11	<i>Item, Invenotyr</i>	Not Done
<i>Battle</i>	All	21/10	30/11	<i>Entities, Movement</i>	Not Done
<i>ZombieToast</i>	All	28/10	30/11	<i>None</i>	Done
<i>ZombieToastSpawner</i>	All	28/10	30/11	<i>ZombieToast</i>	Done
<i>Javadocs and Assumptions</i>	All	24/10	01/11	None	Done
Update UML	All	30/10	01/11	None	Done
Bomb					Not Done
Interact	Ryan, Ritsab, Pratik	30/10	-	Dungeon, Entity	Not Done
Testing	Joshua, Pratik, Zane	30/11	01/11	All	Done
Door			30/10	None	Done

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Refactor of Milestone 2	All	08/11/21	10/11/21	None	
Hydra	Ritsab	10/11/21	13/11/21	None	
Swamp Tile	Ritsab and Pratik	10/11/21	12/11/21	None	
Interact	All	10/11/21	14/11/21	None	
Potion	Ryan	10/11/21	13/11/21	None	
Battle	Joshua	10/11/21	10/11/21	None	
Player Movement	Ritsab	10/11/21	13/11/21	None	
Hydra	Pratik	10/11/21	13/11/21	None	
Bomb	Zane	10/11/21	14/11/21	Inventory	

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Assassin	Joshua	13/11/21	14/11/21	Mercenary	
Time Travel	Ritsab	12/11/21	13/11/21	None	
Sun Stone	Ryan	11/11/21	12/11/21	None	
Anduril	Ryan and Joshua	11/11/21	12/11/21	Hydra	
Sceptre	Ryan	10/11/21	13/11/21	Mercenart, Assassin	
Midnight Armour	Ryan and Joshua	10/11/21	12/11/21	None	
Boulder Movement	Ritsab and Zane	10/11/21	13/11/21	PlayerMovement	
UML	Zane and Pratik	10/11/21	13/11/21	Milestone 3	
Testing	Zane	10/11/21	14/11/21	Milestone 3	