

1 Week 4 (30 Jan)

Member	Expected tasks for week	Started	Completed	Notes
Ahmed	Lobby list UI and Lobby UI	Yes		
	Player rotation	No		
	Map class and rendering	No		
	Shooting	No		Working with James
Brendan	Path finding			Working with Edward
	Respawning			
	Collision detection			
Edward	Units taking damage			
	Unit death			
	Pathfinding			Working with Brendan
	President AI			
James	Projectile logic			
	Weapon switching			
	Unit assignment			
	Gun shooting			Working with Ahmed
Kwong-Hei	Audio engine			Only basic functionality
	Lobby start game			
	Lobby end game			
	Lobby constraints	Yes	Yes	JUnit test available

2 Week 5 (6 Feb)

Member	Expected tasks for week	Started	Completed	Notes
Ahmed				
Brendan				
Edward				
James				
Kwong-Hei				

3 Week 6 (13 Feb) – Prototype Week

Member	Expected tasks for week	Started	Completed	Notes
Ahmed				
Brendan				
Edward				
James				
Kwong-Hei				

4 Week 7 (20 Feb)

Member	Expected tasks for week	Started	Completed	Notes
Ahmed				
Brendan				
Edward				
James				
Kwong-Hei				

5 Week 8 (27 Feb)

Member	Expected tasks for week	Started	Completed	Notes
Ahmed				
Brendan				
Edward				
James				
Kwong-Hei				