

| Task/Contribution(~30 words) | Contribution type | Planning Date | Contributor | Status | Actual Completion Date | Extra notes | |
|--|---------------------|---------------|-------------|--------|------------------------|---|--|
| Discussed how Requirement 5 could be implemented. | Discussion | 12/10/2023 | Everyone | DONE | 12/10/2023 | For Requirement 5, use the observer principle to make all the NPCs unconscious, when respawning the Player. Will override the Player's unconscious() methods. | |
| Discussed how the other requirements could be split up amongst the team. | Discussion | 12/10/2023 | Everyone | DONE | 12/10/2023 | Discussed possible implementations for Requirements 3 & 4, as well as for Requirement 2. It was decided that Carissa would work on Requirement 1, Ishita would work on Requirement 2, and Minh and Laura would work together on Requirements 3 & 4. | |
| Requirement 1 | Coding | 12/10/2023 | Carissa K | DONE | 16/10/2023 | Added new classes for the new enemies and spawning grounds. Also refactored the SpawningGround class to allow for enemies to spawn in the ground's surroundings, not just on the ground. | |
| Requirement 2 | Coding | 12/10/2023 | Ishita G | DONE | | | |
| Requirement 4 | Coding | 12/10/2023 | Laura Z | DONE | 19/10/2023 | | |
| Refactoring Enemy abilities | Coding | 16/10/2023 | Carissa K | DONE | 18/10/2023 | Created an abilities package for enemies, allowing each individual class to implement different interfaces depending on their capabilities (Following and Moving). | |
| Requirement 5 Player related | Coding | 19/10/2023 | Laura Z | DONE | | | |
| Requirement 5 Observer Principle | Coding | 19/10/2023 | Ishita G | DONE | 19/10/2023 | Created Respawn and MortalRespawn as Subjects and RespawnEntity interface that was implemented by the Enemies and the Items. They were registered, unregistered and on the player's respawn removed from the map. | |
| Requirement 5 Observer Principle | Coding | 19/10/2023 | Carissa K | DONE | 25/10/2023 | Added a Boss class which extends from Enemy, thereby improving the implementation for REQ1 and REQ5. Also built on the code for REQ5, implementing the Observer Principle, similar to what was implemented for REQ5 of A2. | |
| Requirement 1 | UML diagram | 19/10/2023 | Carissa K | DONE | 27/10/2023 | | |
| Requirement 2 | UML diagram | 19/10/2023 | Ishita G | DONE | 28/10/2023 | | |
| Requirement 3 | UML diagram | 19/10/2023 | Minh N | DONE | 25/10/2023 | | |
| Requirement 4 | UML diagram | 19/10/2023 | Laura Z | DONE | 28/10/2023 | | |
| Requirement 1 | Design Rationale | 19/10/2023 | Carissa K | DONE | 28/10/2023 | | |
| Requirement 2 | Design Rationale | 19/10/2023 | Ishita G | DONE | 28/10/2023 | | |
| Requirement 3 | Design Rationale | 19/10/2023 | Minh N | DONE | 29/10/2023 | | |
| Requirement 4 | Design Rationale | 19/10/2023 | Laura Z | DONE | 29/10/2023 | | |
| Requirement 1 | Interaction diagram | 19/10/2023 | Carissa K | DONE | 28/10/2023 | Shown the instantiation of a new Eldentree Guardian, through the Factory Method pattern. | |
| Requirement 2 | Interaction diagram | 19/10/2023 | Ishita G | DONE | 29/10/2023 | | |
| Requirement 3 | Interaction diagram | 19/10/2023 | Minh N | DONE | 29/10/2023 | | |
| Requirement 4 | Interaction diagram | 19/10/2023 | Laura Z | DONE | 28/10/2023 | | |
| Refactoring using the Factory Method pattern | Coding | 25/10/2023 | Carissa K | DONE | 27/10/2023 | Refactored the instantiation of enemies using the factory method pattern. | |
| Requirement 5 | UML diagram | 25/10/2023 | Carissa K | DONE | 28/10/2023 | | |
| Requirement 5 | Design Rationale | 25/10/2023 | Ishita G | DONE | 28/10/2023 | | |
| Requirement 5 | Interaction diagram | 25/10/2023 | Laura Z | DONE | 28/10/2023 | | |
| Review all UMLs | Discussion | 28/10/2023 | Everyone | DONE | 29/10/2023 | | |
| Review all rationales | Discussion | 28/10/2023 | Everyone | DONE | 29/10/2023 | | |

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| Review all sequence diagrams | Discussion | 28/10/2023 | Everyone | DONE | 29/10/2023 | | |
| Requirement 3 & Requirement 4 | Discussion | 10/10/2023 | Laura Z & Minh N | DONE | 10/10/2023 | Implementation of the conversation using the Observer pattern | |
| Requirement 3 & Requirement 4 | Discussion | 12/10/2023 | Laura Z & Minh N | DONE | 12/10/2023 | Discussed the drawbacks of Observer pattern, and decided to switch to the Mediator pattern | |
| Requirement 3 | Coding | 10/10/2023 | Minh N | DONE | 16/10/2023 | Finished switching to the Mediator pattern | |