Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes	
Discussion of implementation and which implementation we thought was best for use in Assignments 2 and 3. Assigned Requirements to different team members.	Discussion	11/09/2023	Everyone	DONE	11/09/2023	Requirement 1: Carissa, Requirement 2: Ishita, Requirement 3: Laura, Requirement 4: Minh	
Discussion on the implementation of certain features. Changes to be made to the Assignment 1 code. Basic rules listed for UML and Design Rationales.	Discussion	14/09/2023	Everyone	DONE	14/09/2023		
Change the way unconscious() method works.	Coding	14/09/2023	Ishita G	DONE	15/09/2023	Make the items that are in an enemy's inventory drop when they are made unconscious at the hands of another actor.	
Add the map of the Room in Ancient Woods.	Coding	14/09/2023	Ishita G	DONE	15/09/2023		
Add an "Ancient Woods" map.	Coding	14/09/2023	Carissa K	DONE	15/09/2023		
Change Broadsword's constructor.	Coding	14/09/2023	Minh N	DONE	18/09/2023	Make attributes static.	
Add Assignment 1 repository and documentation into the group repository.	Coding	14/09/2023	Laura Z	DONE	15/09/2023		
Requirement 1	Coding	14/09/2023	Carissa K	DONE	17/09/2023		
Requirement 2	Coding	14/09/2023	Ishita G	DONE	16/09/2023		
Requirement 3	Coding	14/09/2023	Laura Z	DONE	17/09/2023		
Requirement 4	Coding	14/09/2023	Minh N	DONE	18/09/2023		
Requirement 1	UML diagram	18/09/2023	Carissa K	DONE	01/10/2023		
Requirement 2	UML diagram	18/09/2023	Ishita G	DONE	01/10/2023		
Requirement 3	UML diagram	18/09/2023	Laura Z	DONE	01/10/2023		
Requirement 4	UML diagram	18/09/2023	Minh N	DONE			
Requirement 1	Design Rationale	18/09/2023	Carissa K	DONE	04/10/2023		
Requirement 2	Design Rationale	18/09/2023	Ishita G	DONE	04/10/2023		
Requirement 3	Design Rationale	18/09/2023	Laura Z	DONE	05/10/2023		
Requirement 4	Design Rationale	18/09/2023	Minh N	DONE	05/10/2023		
Requirement 1	Interaction diagram	18/09/2023	Carissa K	DONE	01/10/2023		
Requirement 2	Interaction diagram	18/09/2023	Ishita G	DONE	02/10/2023		
Requirement 3	Interaction diagram	18/09/2023	Laura Z	DONE	01/10/2023		
Requirement 4	Interaction diagram	18/09/2023	Minh N	DONE	01/10/2023		
Requirement 5	Discussion	18/09/2023	Everyone	DONE	26/10/2023	Discussion about how req 5 should be implemented, implemented the base Abxervyer class	
Requirement 5 Rainy Weather	Coding	21/09/2023	Minh N	DONE	30/09/2023		
Requirement 5: Sunny Weather	Coding	21/09/2023	Ishita G	DONE	28/09/2023		
Requirement 5: Boss' death	Coding	21/09/2023	Carissa K	DONE	30/09/2023		
Requirement 5: AncientWoodEntity interface	Coding	21/09/2023	Laura Z	DONE	30/09/2023		
Requirement 5	Interaction diagram	02/10/2023	Laura Z	DONE	02/10/2023		
Requirement 5: Sunny and Rainy Weathe	Design Rationale	02/10/2023	Ishita G	DONE	05/10/2023		
Requirement 5: Instantiation and Death Action	Design Rationale	02/10/2023	Carissa K	DONE	04/10/2023		

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Requirement 5	UML diagram	02/10/2023	Minh N	DONE	02/10/2023	