**Work Balance Agreement (WBA)**

*FIT2099 S1 2019*

**Team:**

Name: JulianAndAlexander

Members:

* Alexander John Occhipinti (29994705)
* Julian Cannuli (27821706)

**Tasks:**

*Note: As of the submission of this assignment, the due date for Assignment 2 has not yet been released. As a result, tasks in Assignment 2 will not have a date given to them.*

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| **Task** | **Team Member** | **Date** |
| Rough draft of the Class UML diagram | Alex | 13th March |
| Review the Class diagram, provide feedback on inheritance | Julian | 13th March |
| Finalise Class diagram based on feedback | Alex | 14th March |
| Brainstorm basic breakdown of tasks for WBA | Alex & Julian | 14th March |
| Review Class Diagram, change any final touches | Julian | 15th March |
| Submit draft of the Work Balance Agreement (Assignment 1’s Part) | Alex | 15th March |
| Review WBA draft, consent to workload given, modify if needed | Julian | 15th March |
| Submit draft of the Interaction Diagram | Julian | 15th March |
| Review Interaction Diagram draft | Alex | 15th March |
| Finalise Interaction Diagram | Julian | 16th March |
| Add Assignment 2’s part of the WBA | Alex | 16th March |
| Review updated WBA | Julian | 16th March |
| Draft rationale of the Actor type classes (Goon, Ninja DrMaybe etc...) | Julian | 17th March |
| Draft rationale of the Rocket type objects/classes (rocket location, plans etc...) | Alex | 17th March |
| Collate and review each other’s design rationale descriptions | Alex, Julian | 18th March |
| Finalise all documentation, add any finishing touches before due | Alex, Julian | 18th March |
| *Assignment 1 Submission via GitLab 23:55 Thursday 18th of March* | | |
| Create the Goon subclass of grunt and test functionality | Julian | TBA |
| Review Goon subclass and briefly test | Alex | TBA |
| Implement rocket plans, body and engine items, test that they function as items | Alex | TBA |
| Review rocket plan items and briefly test | Julian | TBA |
| Implement the Ninja type of enemy | Julian | TBA |
| Test the Ninja, ensuring that guidelines are adheared to exactly | Julian | TBA |
| Review implementation of Ninja and test locally | Alex | TBA |
| Implement basic functionality of Q | Alex | TBA |
| Add item based dialogue interactions with Q | Alex | TBA |
| Test Q, ensuring that guidelines are adheared to exactly | Alex | TBA |
| Review and test Q locally. Double check guidelines are adheared to | Julian | TBA |
| Implement Door class, add implementation of its key, test | Julian | TBA |
| Review Door and key implementations and test locally | Alex | TBA |
| Add locked room for the rocket plans, add rocket plans to the room | Alex | TBA |
| Review rocket plans room | Julian | TBA |
| Add locked room for Doctor Maybe | Julian | TBA |
| Implement mini-boss Doctor Maybe | Julian | TBA |
| Test Doctor Maybe, ensuring that guidelines are adheared to exactly | Julian | TBA |
| Allow Maybe to drop the rocket engine when killed | Alex | TBA |
| Review and test Dr Maybe functionality | Alex | TBA |
| Implement rocket pad room, test functionality works correctly | Alex | TBA |
| Review and test rocket pad room locally | Julian | TBA |
| Each play the game from start to finish, noting any bugs/issues along the way | Alex, Julian | TBA |
| Resolve issues found after playthrough, if any | Alex, Julian | TBA |
| Test for corner cases, report and fix all issues found | Alex, Julian | TBA |
| Double check the entire Assignment, add finishing touches | Alex, Julian | TBA |
| *Assignment 1 Submission via GitLab <<unknown due date>>* | | |