Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes
					Completion Date	
First meeting discussion & list out the points in whole assignment	Discussion	27/05/2024	EVERYONE	DONE	27/05/2024	Read through the requirements together
Completed Class Diagram and Explanation	Domain Model	27/05/2024	EVERYONE	DONE	27/05/2024	
Completed Self Defined Extension	Document	27/05/2024	Amanda Goh	DONE	27/05/2024	
Completed Executable Description	Document	27/05/2024	EVERYONE	DONE	27/05/2024	
Create buttons for saving and loading	Code	29/05/2024	Amanda Goh	DONE	29/05/2024	
Create new class Exchange and add picture to Pictures	Code	02/06/2024	Tan Yi Jin	DONE	03/06/2024	
Save volcano card information	Code	02/06/2024	Ng Yu Mei	DONE	02/06/2024	
Added the countdown timer UI into the game page	Code	02/06/2024	Amanda Goh	DONE	02/06/2024	
Save all player information	Code	03/06/2024	Ng Yu Mei	DONE	03/06/2024	
Save dragon card information	Code	03/06/2024	Ng Yu Mei	DONE	03/06/2024	
Save all information	Code	03/06/2024	Ng Yu Mei	DONE	03/06/2024	
Coded a part of the self-extension feature	Code	06/06/2024	Amanda Goh	DONE	06/06/2024	
Start coding for the swap action with create a new total path list	Code	07/06/2024	Tan Yi Jin	DONE	09/06/2024	
Finish and done debug on the self- extension feature	Code	07/06/2024	Amanda Goh	DONE	11/06/2024	
Finish debug and modifying code for swap action	Code	10/06/2024	Tan Yi Jin	DONE	11/06/2024	
Changing some logic code which the olayer must go through the gameboard then only can win	Code	10/06/2024	Tan Yi Jin	DONE	11/06/2024	
Reflection discussion	Document	09/06/2024	EVERYONE	DONE	11/06/2024	
Recover player and cave information	Code	09/06/2024	Ng Yu Mei	DONE	09/06/2024	
Recover volcano card information	Code	09/06/2024	Ng Yu Mei	DONE	09/06/2024	
Recover dragon card	Code	09/06/2024	Ng Yu Mei	DONE	09/06/2024	
mplementing restart game	Code	11/06/2024	Ng Yu Mei	DONE	11/06/2024	
nplementing restart quit game	Code	11/06/2024	Ng Yu Mei	DONE	11/06/2024	