

## Work Breakdown Agreement

Functionalities in charge of individually:	Person in charge
Breeding, Pregnancy and Lay Egg Egg Stegosaur bush killing DinoActor, Stegosaur, Brachiosaur, Allosaur DinoEncyclopedia movement package Pterodactyls Recommendations for extensions to the game engine	Joanne
Hunger & Feeding AttackAction (Allosaur / Player attacks Stegosaur - implemented in Stegosaur) Death (Corpse) Unconsciousness Allosaur corpse feeding Thirsty dinosaurs Second map	Jonathan
Player - anything about how player can interact with other actors/ items /ground BuyAction, VendingMachine, EcoPoints, LaserGun Player FeedAction, CheckInventoryAction SearchItemAction Fruit, Bush, Tree, Dirt, MealKitsItem Utility Lakes, water and rain A more sophisticated game driver	Nelly

Item	Due by
Complete code for individual parts and at least did some basic testing	17th May 2021
Complete testing of functionalities for project as a whole and write javadoc	21st May 2021
Update design artefacts as necessary	24th May 2021