

Work Breakdown Agreement

Item	Person in charge	Contribution
Functionalities in charge of individually: Breeding, Pregnancy and Lay Egg Follow package – mate, food, for attacking Egg (for laying eggs and buying egg from vending machine) Baby dino growing up Stegosaur bush killing Base and final coordination of DinoActor, Stegosaur, Brachiosaur, Allosaur DinoEncyclopedia	Joanne	40%
Hunger & Feeding AttackAction (Allosaur / Player attacks Stegosaur - implemented in Stegosaur) Death (Corpse) Unconsciousness Allosaur corpse feeding	Jonathan	20%
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 Probability	Nelly	40%

Item	Due by
Complete code for individual parts and at least did some basic testing	3rd May 2021
Complete testing of functionalities for project as a whole and write javadoc	5th May 2021
Update design artefacts as necessary	7th May 2021