

Work Breakdown Agreement

Class diagram

Creation of class diagram:

1. Both Ayesha and Jiten will be responsible for the creation of the UML class diagram
2. Determine strategies for the implementation of allocated tasks
3. Discuss the strategies as a group and provide feedback
4. Finalise strategies and create the UML class diagram together

Task breakdown:

Features	Tasks	Person assigned to
Zombie attacks	Zombie bite <ul style="list-style-type: none">- Accuracy- Restore zombie hit points	Jiten
	Pick up weapon for zombie	Jiten
	Use weapon instead of intrinsic weapons	Jiten
	Zombie says "braaaaains" or other zombie like phrases	Jiten
Beating up the Zombies	Create zombies with two arms and two legs	Jiten
	When zombies are attacked, 25% chance of them dropping a limb	Jiten
	Dropped limbs should become weapons which humans can pick up and use	Jiten
	If a Zombie loses one arm, its probability of punching (rather than biting) is halved and it has a 50% chance of dropping any weapon it is holding. If it loses both arms, it definitely drops any weapon it was holding.	Jiten

	If it loses one leg, its movement speed is halved – that is, it can only move every second turn, although it can still perform other actions such as biting and punching (assuming it's still got at least one arm)	Jiten
	If it loses both legs, it cannot move at all, although it can still bite and punch	Jiten
Crafting weapons	Craft Zombie club from a Zombie arm	Jiten
	Craft Zombie mace from a Zombie leg	Ayesha
Rising from the dead	If a player is killed by a zombie, its corpse should rise from the ground after 5-10 turns.	Ayesha
Farmers and food	Farmer has 33% probability of sowing a crop when standing next to patch of dirt	Ayesha
	Normally, crop will ripe in 20 turns but when a farmer stands next or on it, it will be fertilised and ripe in 10 turns	
	When standing next or on a ripe crop, both the player and farmer can harvest it. If farmer harvests it for food, it is dropped on ground and when the player harvests it, the food is placed in the player's inventory.	
	The food can be eaten by players and damaged humans for health points.	

Design Rationale

1. Both Ayesha and Jiten will be responsible for the creation of the design rationale
2. Determine strategies for the implementation of allocated tasks
3. Discuss strategies as a group and provide feedback
4. Complete the design rationale for the tasks we are responsible for
5. Finalise and proofread the document as a group

Overall responsibilities:

Features	Tasks
Zombie attacks	Zombie bite <ul style="list-style-type: none">- Accuracy- Restore zombie hit points
	Pick up weapon for zombie
	Use weapon instead of intrinsic weapons
	Zombie says “braaaaains” or other zombie like phrases
Beating up the Zombies	Create zombies with two arms and two legs
	When zombies are attacked, 25% chance of them dropping a limb
	Dropped limbs should become weapons which humans can pick up and use
	If a Zombie loses one arm, its probability of punching (rather than biting) is halved and it has a 50% chance of dropping any weapon it is holding. If it loses both arms, it definitely drops any weapon it was holding.
	If it loses one leg, its movement speed is halved – that is, it can only move every second turn, although it can still perform other actions such as biting and punching (assuming it’s still got at least one arm)
	If it loses both legs, it cannot move at all, although it can still bite and punch

Crafting weapons	Craft Zombie club from a Zombie arm
	Craft Zombie mace from a Zombie leg
Rising from the dead	If a player is killed by a zombie, its corpse should rise from the ground after 5-10 turns.
Farmers and food	Farmer has 33% probability of sowing a crop when standing next to patch of dirt
	Normally, crop will ripe in 20 turns but when a farmer stands next or on it, it will be fertilised and ripe in 10 turns
	When standing next or on a ripe crop, both the player and farmer can harvest it. If farmer harvests it for food, it is dropped on ground and when the player harvests it, the food is placed in the player's inventory.
	The food can be eaten by players and damaged humans for health points.

Test and review

1. We will conduct tests for our individual parts
2. Conduct tests using unit tests
3. We will create a document where we list input, expected output and actual output for unit tests that we have created
4. Review each others work and ensure the tests provide expected output
5. Provide any feedback that we can offer

Overall responsibilities:

Features	Tasks
Zombie attacks	Zombie bite <ul style="list-style-type: none"> - Accuracy - Restore zombie hit points
	Pick up weapon for zombie
	Use weapon instead of intrinsic weapons
	Zombie says "braaaaains" or other zombie like phrases

Beating up the Zombies	Create zombies with two arms and two legs
	When zombies are attacked, 25% chance of them dropping a limb
	Dropped limbs should become weapons which humans can pick up and use
	If a Zombie loses one arm, its probability of punching (rather than biting) is halved and it has a 50% chance of dropping any weapon it is holding. If it loses both arms, it definitely drops any weapon it was holding.
	If it loses one leg, its movement speed is halved – that is, it can only move every second turn, although it can still perform other actions such as biting and punching (assuming it's still got at least one arm)
	If it loses both legs, it cannot move at all, although it can still bite and punch
Crafting weapons	Craft Zombie club from a Zombie arm
	Craft Zombie mace from a Zombie leg
Rising from the dead	If a player is killed by a zombie, its corpse should rise from the ground after 5-10 turns.
Farmers and food	Farmer has 33% probability of sowing a crop when standing next to patch of dirt
	Normally, crop will ripe in 20 turns but when a farmer stands next or on it, it will be fertilised and ripe in 10 turns
	When standing next or on a ripe crop, both the player and farmer can harvest it. If farmer harvests it for food, it is dropped on ground and when the player harvests it, the food is placed in the player's inventory.
	The food can be eaten by players and

	damaged humans for health points.
--	-----------------------------------

Due dates of deliverables:

Deliverables	Due Dates
Work Breakdown Agreement	8th May 2020
Initial class diagram	9th May 2020
Design rationale	9th May 2020
Review and feedback	10th May 2020 (12pm)
Submission	10th May 2020 (5 PM)
Interview	14th May 2020

Signatures:

I accept this Work Breakdown Agreement - Jiten Verma

I accept this Work Breakdown Agreement - Ayesha Ali