

Work Breakdown Agreement

Class diagram and Interaction diagram

Creation of class diagram and the interaction diagram:

1. Jiten will brainstorm strategies on how to implement the feature “Going to town” and “New weapons: Shotgun and Sniper”. He will be required to produce a class diagram and interaction diagram for these features and present during the meeting.
2. Ayesha will brainstorm strategies on how to implement the feature “Mambo Marie” and “Ending the game”. She will be required to produce a class diagram and interaction diagram for these features and present during the meeting.
3. During the UML meeting, both Jiten and Ayesha will discuss and present their ideas
4. A final class diagram and interaction diagram would be produced by both Jiten and Ayesha

Task breakdown

Features	Tasks	Person assigned to
Going to Town	Create new map named Town	Jiten
	Place a vehicle on the original map to travel to the town	Jiten
	Place new items such as shotguns, sniper rifles, humans, zombies and any other extra items onto the town map	Jiten
New weapons:Shotgun and Sniper	Create ammunition boxes and place around everywhere	Jiten

	Create new shotgun weapon	Jiten
	Give shotgun firing a range	Jiten
	Create new sniper weapon	Jiten
	No aim: 75% chance to hit, standard damage	Jiten
	One round aiming: 90% chance to hit, double damage	Jiten
	Two rounds aiming: 100% chance to hit, instakill	Jiten

Mambo Marie	Mambo Marie is a Voodoo priestess and the source of the local zombie epidemic. If she is not currently on the map, she has a 5% chance per turn of appearing	Ayesha
	She starts at the edge of the map and wanders randomly	Ayesha
	Every 10 turns, she will stop and spend a turn chanting. This will cause five new zombies to appear in random locations on the map. If she is not killed, she will vanish after 30 turns.	Ayesha
	Mambo Marie will keep coming back until she is killed.	Ayesha
Ending the Game	A “quit game” option in the menu	Ayesha
	A “player loses” ending for when the player is killed, or all the other humans in the compound are killed	Ayesha
	A “player wins” ending for when the zombies and Mambo Marie have been wiped out and the compound is safe	Ayesha

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	Person assigned to
Going to Town	Create new map named Town	Jiten
	Place a vehicle on the original map to travel to the town	Jiten
	Place new items such as shotguns, sniper rifles, humans, zombies and any other extra items onto the town map	Jiten
New weapons: Shotgun and Sniper	Create ammunition boxes and place around everywhere	Jiten
	Create new shotgun weapon	Jiten

	Give shotgun firing a range	Jiten
	Create new sniper weapon	Jiten
	No aim: 75% chance to hit, standard damage	Jiten
	One round aiming: 90% chance to hit, double damage	Jiten
	Two rounds aiming: 100% chance to hit, instakill	Jiten
Mambo Marie	Mambo Marie is a Voodoo priestess and the source of the local zombie epidemic. If she is not currently on the map, she has a 5% chance per turn of appearing	Ayesha
	She starts at the edge of the map and wanders randomly	Ayesha

	Every 10 turns, she will stop and spend a turn chanting. This will cause five new zombies to appear in random locations on the map. If she is not killed, she will vanish after 30 turns.	Ayesha
	Mambo Marie will keep coming back until she is killed.	Ayesha
Ending the Game	A “quit game” option in the menu	Ayesha
	A “player loses” ending for when the player is killed, or all the other humans in the compound are killed	Ayesha
	A “player wins” ending for when the zombies and Mambo Marie have been wiped out and the compound is safe	Ayesha

Test and Review:

1. We will conduct tests for our individual features
2. Create a test document which shows testing of each feature with screenshot to prove the feature works as intended
3. Review each other's work and ensure the tests provide the required output.
4. Provide overall feedback to improve quality

Due Dates:

Deliverables	Due Dates
Work Breakdown Agreement	4th June 2020
Initial Class Diagram	4th June 2020
Initial Interaction Diagram	4th June 2020
Design Rationale	5th June 2020
Complete feature: Going to town	7th June 2020
Complete feature: Completing the game	7th June 2020

Complete feature: New weapons: Shotgun and Sniper	10th June 2020
Complete feature: Mambo Marie	10th June 2020
Submit engine modifications	11th June 2020
Review and feedback	11th June 2020 (12pm)
Submission	12th June 2020 (5 PM)

Signatures:

I accept this Work Breakdown Agreement - Jiten Verma

I accept this Work Breakdown Agreement - Ayesha Ali