Week	Task	Sub-Task	Assigned	W6 (M T W T F S S)	W7 (M T W T F S S)	W8 (M T W T F S S)	W9 (M T W T F S S)
SPRINT 1	Meeting #1	Create UML					
	Pre-liminary analysis and design of code	Moving Entity	Kelly				
		Static Entity	Cyrus				
		Item Entity	Sami				
		Dungeon	Josh				
SPRINT 2	Meeting #2	Update UML					
	Meeting #3	Progress check-in					
	Meeting #4	Progress check-in					
	Testing & implementation	Dungeon	Josh & Sami				
		Dungeon Controller	Josh & Sami				
		Goals	Josh & Sami				
		Gamemode	Josh & Sami				
		Items	Kelly				
		Character	Kelly				
		Static Entities	Cyrus				
		Enemy	Cyrus				
SPRINT 3	Meeting #5	Merge current implementation					
	Meeting #6	Finalise project					
	Complete missed implementation and further testing	Dungeon & Controller	Josh & Sami				
		Entities	Kelly & Cyrus				
		Finalise UML	All				
	Milestone 1 & 2 DUE	Submit assignment					
SPRINT 4	Meeting #7	Delegate Milestone 2 components					
	Meeting #8	Merge current implementation					
	Complete new milestone 3 tasks	Swamp tile & Djikstra's algorithm	Cyrus				
		New enemies and items	Kelly & Cyrus				
		Extension 1	Josh				
	Bug-fixing for milestone 1&2	See task	Sami				
SPRINT 5	Meeting #9						
	Meeting #10						
	Completing and polishing milestone 3	Front-end updates	Kelly & Cyrus				
		UML updates	Kelly & Cyrus				
		Update dungeon to acommodate Milestone 3 additions	Josh & Sami				
		Extension 2 (if time allows)	Josh & Sami				
		Final bug-fixing and refactoring	All				
	Milestone 3 DUE	Submit assignment					