

WBA for our Assignment FIT2099

Date created: 3/9/2021

All the tasks are divided into three categories in nearly a fair amount of work. The requirements in each category are related which helped to facilitate coherent thinking, designing and completion.

An Khoa Nguyen is responsible for

Requirement 1: Player and Estus Flask.

Requirement 2: Bonfire

Requirement 3: Souls (a.k.a. Money)

Dongzheng Wu is responsible for

Requirement 4: Enemies

Requirement 5: Terrains (Valley and Cemetery)

Requirement 6: Soft reset/Dying in the game

Ching Adrian Cheng is responsible for

Requirement 7: Weapons

Requirement 8: Vendor

Assignment Deadline 24th September

1. Every requirements list above will be the ones that each of us will be responsible in designing and implementation
2. Every member must test their code themselves before pushing it to git
3. All implementations must be pushed to git before **21th September 23:55pm MELBOURNE TIME**
4. Cross check for implementation will be scheduled at **22-23th September** in case there are any changes about the code
5. A progress check will be held every thursday **10PM MELBOURNE TIME**
6. If members have 3 requirements, they should **complete at least 1 per week**. If the member has 2 requirements only, he needs to **make progress on his code** each week so as to keep the implementation plan on time.
7. When coding a new method, a **Javadoc comment is required**. If member modifies any existing code, he must **put the changes in the group chat** so that everyone can be on the same page