A proposed work breakdown agreement… Including section split

Elements to add and their dependencies/requirements

Lightsabre
- Training for Luke - can't use without training from Ben Kenobi
  - Ben Kenobi can train Luke
- Requires a certain amount of force ability

Force Ability (Class/object)
- If sufficient, a user can "Mind Trick" those with no/weak force ability
  - This allows the force user to force the other actor to move in a certain direction
    - Ways it could be implemented - Just ideas
      - Force Ability is tracked as a value between 0 and 3 where:
        - 0 = Droids - no Force Ability
        - 1 = People/Raiders - No Force Ability - can be tricked
        - 2 = Luke pre training - Can't be tricked - can trick others
        - 3 = Luke post training/Ben Kenobi - Can't be tricked - can trick others
      - OR Actors either have or do not have Force Capacity (Boolean)
        - Additional Flags exists for ability to be tricked and
        - Can be trained to use a lightsaber
          - Requires yet another flag to know if they have been trained
- People can have low/no force ability
- Droids have no force ability - However, they can not be tricked

Droid
- Has an owner
  - Will follow its owner
    - Move to owners previous position?
      - Owner and Droid never meet - need a wait action?
  - Alternatively - Does its own thing - same as Tusken Raider?
- Can heal with an oil can
  - Can hold an oil can or have an oil can used on it
- If Hp is <= 0, Droid is immobile not Dead
- If Immobile can be repaired or scrapped for droid parts
  - Requires some sort of mechanic skill
- Lose health if moving in badlands
- Have no Force ability/capacity

Droid Repair
- If Droid is Immobile (HP <=0) can either
  - Get droid parts (destroy the droid)
  - IF have Droid Parts = True - repair Droid (Droid is now owned by you)
- Requires a Mechanic skill boolean - Repair T/F

Canteen
- Drinking from a canteen can heal the drinker a little bit
  - When HP = MaxHP, they can't drink the canteen
  - If HP > 0 **and** HP < MaxHP **and** Canteen not Empty: then can heal
    - Heals Health to MaxHp - Health = MaxHP

Oil Can
- No way to refill the oil can
  - Has infinite uses heals a small amount
  - Can't be used If Droid HP > 0 **and** HP < MaxHP
    - Add 10 HP?
- Can only be used on an owned droid or by the droid?
  - If Droid HP < 50% - Droid automatically uses can if it has one?

Item/Section/Object	Producer	Tester/Reviewer	Due dates (evening of)
Lightsabre - Training	Lachlan	Ming	8/5/17
Lightsabre - Force Ability Requirement	Lachlan	Ming	8/5/17
Force Ability - Can Trick others (T/F)	Lachlan	Ming	4/5/17
Force Ability - Can be tricked (T/F)	Lachlan	Ming	4/5/17
Force Ability - Can be learn LS (T/F)	Lachlan	Ming	4/5/17
Force Ability - Can use LS (T/F)	Lachlan	Ming	4/5/17
Canteen - Option to use when needed	Ming	Lachlan	4/5/17
Oil Can - Healing amount and use	Ming	Lachlan	4/5/17
Droid - Actor framework	Ming	Lachlan	6/5/17
Droid - Follow owner	Ming	Lachlan	8/5/17
Droid - Use Oil can (on self)	Ming	Lachlan	8/5/17
Droid - Immobile status (get parts/fix)	Ming	Lachlan	10/5/17
Droid - Mechanic (who can repair)	Lachlan	Ming	4/5/17

#Note that Assignment 2 is due Friday the 12th of May
#Further note - this still affords us 2 days wiggle room for testing purposes
#Additionally - If one programmer is struggling the other will attempt to assist as needed