Week 5:
- Meta
    - Spec Released
    - Reference Implementation Released
    - Feedback Deadline: Monday Wk 6
- Tasks:
    - Complete Milestone 1
        - Complete this plan (everyone)
        - Develop a UML first draft (everyone)
            - Submit the draft for feedback
        - Develop an initial list of assumptions (everyone)
            - Also submit the assumptions for feedback

Week 6:
- Meta
    - Milestone 1 will have been completed.
    - Milestone 2 tests to be completed by the end of the week
- Tasks
    - Create git branches for different features (everyone)
    - Allocate work for different features to different members
        - Combat (Tim)
        - Mobs and character, movement and collisions (Grey)
        - Unit tests, dungeon and dungeon creation (Ethan)
        - Collectable, buildable and static entities, item interactions (Marko)
    - For each feature-branch
        - Write a series of foundational tests (everyone)
        - Begin writing core method stubs (everyone)

Week 7
- Meta
    - Milestone 2 to be completed by the end of the week
    - Questions can be asked during tutorial
- Tasks
    - Write code for milestone 2 and upload to git (everyone) - Focus on the most crucial aspects
        - Ethan - Overarching components
            - Entity Factory stubs
            - Difficulty States & Tick Logic
            - Goal Manager
            - Controller methods, craftable entities, frontend interactions
            - Same-tile interaction (visitor pattern) stubs
            - Dungeon constructor (from json)
            - Dungeon -> DungeonResponse adapter
        - Marko - Items & Interactions
            - All non-mob entities
                - static
                - collectable
            - Player inventory management
            - Consumable logic
        - Tim - Battles
            - Implementing entity stats
            - Armour, bows (double attack), swords
            - One Ring implementation (revives)
        - Grey - Collisions, movement
            - All movement logic
            - All mob implementations
            - Mercenary follow player pathing
            - Random spider movements
            - Collision checker
            - Mercenary allied mode (factions)
    - Update assumptions as code is written (everyone)
    - Complete any remaining tests (everyone)
    - Merge branches into main for submission (Ethan, Grey)
    - Run tests (everyone)
    - Launch/test with frontend (everyone)
    - Set aside features for milestone 3 (everyone)

Week 8
- Meta
    - Milestones 1 and 2 will be due Monday
    - Milestone 3 will be released
- Tasks
    - Submit milestone 2 (everyone)
    - Present 1 and 2 in tutorial (everyone)
    - Finish all remaining functionality of Milestone 2
        - Persistence
        - Random Spawns
        - Portal Colours

- Dynamic isInteractable states
- Mercenary double speed
- Goal Checking
- Milestone 2 Known Bug Fixes
    - Placing bombs doesn't work
    - Portals null exception when the other doesn't exist.

Week 9
- Meta
    - Milestone 2 will be completed
    - Actual Milestone 3 work started this week
    - Milestone 3 Core Functionality finished this week
    - Milestone 3 Additional Functionality
- Tasks
    - Complete the Milestone 3 work as follows:
        - Core Functionality
            - Anduril & Hydra - Tim
            - Sunstone & Assassin - Ethan
            - Pathfinding - Grey
            - Sceptre & Midnight Armour - Marko
    - Fix all final bugs
    - Add javaDoc
    - Update UML

Week 10
- Meta
    - Milestone 3 is due Monday
    - Demonstration on Thursday
- Tasks
    - Make sure we are happy with our software, run some demos, make sure testing coverage is good
    - Reflect
    - Submit code & documentation