Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes	
Reorganize packages in game based on UML	Code	16/04/2023	ARVIND	DONE	02/05/2023		
Create enemy abstract class	Code	16/04/2023	ARVIND	DONE	02/05/2023		
Create behaviours for enemies	Code	16/04/2023	ARVIND	DONE	02/05/2023		
Create actions for enemies	Code	16/04/2023	ARVIND	DONE	02/05/2023		
Create enemies with basic implementation	Code	16/04/2023	ARVIND	DONE	02/05/2023		
Create Runes and implement logic for Runes	Code	16/04/2023	ARVIND	DONE	02/05/2023		
Implement resetable for game elements that should be reset	Code	16/04/2023	ARVIND	DONE	02/05/2023		
Make actions for reset and resting at site of lost grace	Code	16/04/2023	ARVIND	DONE	02/05/2023		
Add Javadoc for req 2 and req 3	Code	16/04/2023	ARVIND	DONE	02/05/2023		
Fix bugs throughout game	Code	16/04/2023	ARVIND	DONE	02/05/2023		
Sequence diagram for req 2	UML diagram	29/04/2023	ARVIND	DONE	02/05/2023		
Sequence diagram for req 3	UML diagram	29/04/2023	ARVIND	DONE	02/05/2023		
Update design rationale & class diagram req 3	Design rationale	29/04/2023	ARVIND	DONE	02/05/2023		
Update design rationale & class diagram req 3	Design rationale	29/04/2023	ARVIND	DONE	02/05/2023		
Progress check, link the code and discuss	Discussion	18/04/2023	EVERYONE	DONE	18/04/2023		
Progress check, link the code and discuss	Discussion	20/04/2023	EVERYONE	DONE	20/04/2023		
Progress check, link the code and discuss	Discussion	22/04/2023	EVERYONE	DONE	22/04/2023		
Progress check, link the code and discuss	Discussion	25/04/2023	EVERYONE	DONE	25/04/2023		
Progress check, link the code and discuss	Discussion	27/04/2023	EVERYONE	DONE	27/04/2023		
Progress check, link the code and discuss	Discussion	01/05/2023	EVERYONE	DONE	01/05/2023		
Added environments	Code	18/04/2023	NHAT QUANG	DONE	18/04/2023		
Added extra requirement 5 feature implementation	Code	20/04/2023	NHAT QUANG	DONE	20/04/2023		
Added East West spawning implementation	Code	20/04/2023	NHAT QUANG	DONE	20/04/2023		
Implemented first draft for buying and selling system	Code	19/04/2023	NHAT QUANG	DONE	19/04/2023		
Implemented FlaskOfCrimsonTears and SiteOfLostGrace	Code	22/04/2023	NHAT QUANG	DONE	22/04/2023		
Reimplemented FlaskOfCrimsonTears as Consumables	Code	25/04/2023	NHAT QUANG	DONE	25/04/2023		
Reworked following behaviours	Code	27/04/2023	NHAT QUANG	DONE	27/04/2023		

Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes
Reworked AttackBehaviours	Code	25/04/2023	NHAT QUANG	DONE	25/04/2023	
Created seq diagram for Req 1	UML diagram	02/05/2023	NHAT QUANG	DONE	02/05/2023	
Created seq diagram for Req 5	UML diagram	02/05/2023	NHAT QUANG	DONE	02/05/2023	
Updated UML for Req 1	UML diagram	02/05/2023	NHAT QUANG	DONE	02/05/2023	
Updated UML for Req 5	UML diagram	02/05/2023	NHAT QUANG	DONE	02/05/2023	
Added design rationale for Req 1 and Req 5	Design rationale	02/05/2023	NHAT QUANG	DONE	02/05/2023	
Create and sort the packages required.	Brainstorm	18/04/2023	KHANH NGUYEN	DONE	18/04/2023	
Created ArchetypeManager.	Code	21/04/2023	KHANH NGUYEN	DONE	21/04/2023	
Implemented setArchetype, selectArchetypes and createPlayer.	Code	21/04/2023	KHANH NGUYEN	DONE	21/04/2023	
Updated Application to solve a bug.	Code review	21/04/2023	KHANH NGUYEN	DONE	21/04/2023	
Created Unseathe, Quickstep and update getSkill() in respective weapons.	Code	25/04/2023	KHANH NGUYEN	DONE	25/04/2023	
Update QuickStep to move Player.	Code review	25/04/2023	KHANH NGUYEN	DONE	25/04/2023	
Documentation for ArchetypeManager.	Code comment	01/05/2023	KHANH NGUYEN	DONE	01/05/2023	
Update documentation for Club, GreatKnife, Scimitar and Uchigatana for JavaDoc.	Code comment	02/05/2023	KHANH NGUYEN	DONE	02/05/2023	
Update documentation for Unseathe and Quickstep.	Code comment	02/05/2023	KHANH NGUYEN	DONE	02/05/2023	
Revise design of combatArchetype; including creating Archetype, Bandit, Samurai, Wretch class with implemented methods.	Code	02/05/2023	KHANH NGUYEN	DONE	02/05/2023	
UML reconfiguration to match code, and create sequence diagram.	UML diagram	02/05/2023	KHANH NGUYEN	DONE	02/05/2023	
Added design rationale for requirement 4.	Design rationale	02/05/2023	KHANH NGUYEN	DONE	02/05/2023	