Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes
Created Astrologger for REQ4.	Code	09/05/2023	KHANH NGUYEN	DONE	09/05/2023	
Update ArchetypeManager with Astrologer for REQ4.	Code	09/05/2023	KHANH NGUYEN	DONE	09/05/2023	
Created Ally constructor and methods, modify ArchetypeManager with new randomArchetype generation method for REQ4.	Code	13/05/2023	KHANH NGUYEN	DONE	13/05/2023	
Implemented SummonAction, Invader methods for REQ4.	Code	13/05/2023	KHANH NGUYEN	DONE	13/05/2023	
Minor documentation for SummonSign and WanderBehaviour.	Code comment	13/05/2023	KHANH NGUYEN	DONE	13/05/2023	
Update Ally and Invader to spawn and have some default behaviour for REQ4.	Code	14/05/2023	KHANH NGUYEN	DONE	14/05/2023	
Created AllyAttackBehaviour and InvaderAttackBehaviour to implement Ally/Invader's unique attacking behaviour for REQ4.	Code	14/05/2023	KHANH NGUYEN	DONE	14/05/2023	
Update Invader to extend from Enemy class for REQ4.	Code review	15/05/2023	KHANH NGUYEN	DONE	15/05/2023	
Modify AttackBehaviour to contain new methods that removes AllyAttackBehaviour and InvaderAttackBehaviour for REQ4.	Code review	15/05/2023	KHANH NGUYEN	DONE	15/05/2023	
Update Invader and Ally to accept new AttackBehaviour changes for REQ4.	Code review	15/05/2023	KHANH NGUYEN	DONE	15/05/2023	
Update Invader to have rune for Player when killed by Player for REQ4.	Code	15/05/2023	KHANH NGUYEN	DONE	15/05/2023	
Document all files relating to REQ4 in JavaDoc format.	Code comment	16/05/2023	KHANH NGUYEN	DONE	16/05/2023	
Update UML to match new implementation for REQ4.	UML diagram	17/05/2023	KHANH NGUYEN	DONE	20/05/2023	
Complete and update design rationale to explain REQ4.	Design rationale	17/05/2023	KHANH NGUYEN	DONE	20/05/2023	
Create grounds for Req 2	Code	05/05/2023	ARVIND	DONE	20/05/2023	
Create enemies for Req 2	Code	05/05/2023	ARVIND	DONE	20/05/2023	
Add JavaDoc for Req 3	Code comment	16/05/2023	ARVIND	DONE	20/05/2023	
Add JavaDoc for Req 5	Code comment	16/05/2023	ARVIND	DONE	20/05/2023	
Create weapons for Req 5	Code	05/05/2023	ARVIND	DONE	20/05/2023	
Create actions and behaviour for Req 5	Code	05/05/2023	ARVIND	DONE	20/05/2023	
Create Golden Runes for Req 3	Code	05/05/2023	ARVIND	DONE	20/05/2023	
Create Trader for Req 3	Code	05/05/2023	ARVIND	DONE	20/05/2023	
Create UML for Req 3 and Req 5	UML diagram	05/05/2023	ARVIND	DONE	20/05/2023	
Update UML for Req 3 and Req 5	UML diagram	18/05/2022	ARVIND	DONE	20/05/2023	
Fill up google form for Req 5	Design rationale	05/05/2023	ARVIND	DONE	20/05/2023	
Fix bugs throughout game	Code	05/05/2023	ARVIND	DONE	20/05/2023	
Refactor and simplify code	Code	05/05/2023	ARVIND	DONE	20/05/2023	
Design rationale for Req 3 and Req 5	Design rationale	18/05/2022	ARVIND	DONE	20/05/2023	
Progress check, link the code and discuss	Discussion	05/05/2023	EVERYONE	DONE	05/05/2023	
Progress check, link the code and discuss	Discussion	09/05/2023	EVERYONE	DONE	09/05/2023	
Progress check, link the code and discuss	Discussion	13/05/2022	EVERYONE	DONE	13/05/2022	
Progress check, link the code and discuss	Discussion	16/05/2023	EVERYONE	DONE	16/05/2023	
Progress check, link the code and discuss	Discussion	20/05/2023	EVERYONE	DONE	20/05/2023	
Implemeted Cliff	Code	08/05/2023	NHAT QUANG	DONE	08/05/2023	
Implemented GoldenFogDoor	Code	09/05/2023	NHAT QUANG	DONE	09/05/2023	
Added and set up maps in Application	Code	13/05/2023	NHAT QUANG	DONE	13/05/2023	
Added Scattering of Golden Rune in Application	Code	14/05/2023	NHAT QUANG	DONE	14/05/2023	
Fixed bug where Player drop Rune at position of death	Code	08/05/2023	NHAT QUANG	DONE	08/05/2023	
Renamed Req 5 weapons	Code review	17/05/2023	NHAT QUANG	DONE	17/05/2023	
Wrote design rationale for Req 1	Design rationale	20/05/2023	NHAT QUANG	DONE	20/05/2023	
Wrote design rationale for Req 2	Design rationale	20/05/2023	NHAT QUANG	DONE	20/05/2023	
Added missing part in req 4 design rationale	Design rationale	20/05/2023	NHAT QUANG	DONE	20/05/2023	
Added missing relationship in req 4 UML	UML diagram	20/05/2023	NHAT QUANG	DONE	20/05/2023	
Updated Req 1 UML for A3	UML diagram	19/05/2023	NHAT QUANG	DONE	19/05/2023	
Updated Req 2 UML for A3	UML diagram	20/05/2023	NHAT QUANG	DONE	20/05/2023	
Added Req 5 behaviours to enemies	Code review	14/05/2023	NHAT QUANG	DONE	14/05/2023	
Refactored enemies to remove bulk	Code review	17/05/2023	NHAT QUANG	DONE	17/05/2023	
Fixed bug in AttackBehaviour	Code review	19/05/2023	NHAT QUANG	DONE	19/05/2023	
Fixed Crimson Tear bug	Code review	08/05/2023	NHAT QUANG	DONE	08/05/2023	