

# Work Breakdown Agreement

Identified tasks in designing the system

1. Eliciting the requirements
2. Looking through the codebase to understand how things are implemented, to fit in what is required, to the codebase.
3. Documenting implementation details
4. Based on the implementation details, drawing UML diagrams
5. Modifying implementation details as suitable, and testing certain implementations
6. Finalizing UML and documenting design rationale

Team Members

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## Task Breakdown

### Design

Sadeeptha Bandara	Kaveesha Nissanka
1 Understanding the requirements	1 Understanding the requirements
2: Zombie Bite Probability	2: Crafting Weapons and Picking up weapons(Zombies)
3 : Collaborating on Google Doc	3 Collaborating on Google Doc
4 : Zombie Bite probability and other implementation details examined by the team member	4 Zombie checks if it has a weapon at its location and picks it up
5 : Sowing crops and creating crop class, health mechanics	5 Human mutation to zombie.
6.Player harvesting	6. Zombie Limb fall implementation

## Implementation

- Done according to design
- Refactoring as required

Sadeeptha Bandara	Kaveesha Nissanka
1. Zombie Bite, Zombie phrases	1. Zombie checks if it has a weapon at its location and picks it up
2: Changes upon limb fall (Stop movement, drop items, not picking up items, bite probability)	2. Human mutation to zombie.
3. Crafting weapons out of Zombie limbs	3 : Sowing crops and creating crop class, health mechanics
4. Giving player capability to choose weapon.	4 Create a food class and implementing healing
5. Inheritance hierarchies for craftable items, limbs, weapons.	5.Player/Farmer harvesting

I accept this WBA

Sadeeptha Bandara

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I accept this WBA

Kaveesha Nissanka

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