## **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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| Sadeeptha Bandara | 30769140 | hban0006@student.monash.edu |
| Kaveesha Nissanka | 30769124 | gnis0001@student.monash.edu |

Task Breakdown

Design

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| --- | --- |
| 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

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| Sadeeptha Bandara | Kaveesha Nissanka |
| 1 Zombie Bite and changes upon limb fall  (Stop movement, drop items, not picking up items, bite probability) | 1 Picking up weapons(Zombies) |
| 2: Crafting weapons out of Zombie limbs | 2: |
| 3 | 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 |

I accept this WBD Sadeeptha Bandara

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I accept this WBD Kaveesha Nissanka

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