

Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes	
Attempt implementations individually based on design rationales	Implementation	09/04/2023	EVERYONE	DONE		Each group member will attempt to implement their part of the design rationale	
Review implementation attempts	Discussion	09/04/2023	EVERYONE	DONE		Group members will consolidate the implementations done outside of meetings	
Live code on implementation	Implementation	09/04/2023	EVERYONE	DONE		Team will collaboratively work on some part(s) of the implementation in real time	
Continue to attempt implementations individually	Implementation	13/04/2023	EVERYONE	DONE		Continue to work on assigned sections individually	
Attempt implementation of area attack	Implementation		Sylvia	DONE	16/04/2023		
Review implementation of area attack	Implementation		EVERYONE	DONE	16/04/2023	This was part of the meeting on Sun, 16 Apr	
Attempt implementation of special attacks	Implementation		EVERYONE	DONE	16/04/2023	This was part of the meeting on Sun, 16 Apr	
Continue attempting to implement sections	Implementation	16/04/2023	EVERYONE	DONE		Next meeting is in Applied session	
Receive feedback about design	Implementation		EVERYONE	DONE	18/04/2023	This was part of the meeting in Week 7 Applied session	
Change enemies to use Enemy base class	Implementation		David	DONE	19/04/2023		
Implement the generation of Runes upon enemy death	Implementation		David	DONE	19/04/2023		
Change trading system to use interfaces	Implementation		David	DONE	20/4/23		
Implement some reset functions	Implementation		David	DONE	20/04/2023		
Implement special skills for Uchigatana and Great Knife	Implementation		David	DONE	20/04/2023		
Implement Combat Archetypes	Implementation		David	DONE	20/04/2023		
Continue attempting implementations	Implementation		EVERYONE	DONE	23/04/2023	This was part of the meeting on Sun, 23 Apr.	
Attempt to get game to start	Implementation	23/04/2023	EVERYONE	DONE	23/04/2023	Fixed by David	
Choose and attempt sequence diagrams	UML diagram	23/04/2023	EVERYONE	DONE			
Fixed game not starting	Implementation		David	DONE	23/04/2023		
Continued fixing implementation	Implementation		EVERYONE	DONE	25/04/2023		
Implement elegant East-West game map	Implementation		David	DONE	25/04/2023		
Assigned sequence diagrams	UML diagram		EVERYONE	DONE	25/04/2023	Members individually chose and will complete assigned sequence diagrams	
Implement better East-West and Combat Archetypes	Implementation			DONE	27/04/2023	Completed as part of online class on Thu, 27 Apr by David and Sylvia	
Completed review of Req 2, including code testing, code coverage, UML coverage, sequence diagram, and design rationale	UML diagram		David	DONE	28/04/2023		
Completed review of Req 1, including code testing, code coverage, UML coverage, sequence diagram, and design rationale	UML diagram		David	DONE	30/04/2023		
Completed review of Req 5, including code testing, code coverage, UML coverage, sequence diagram, and design rationale	UML diagram		David	DONE	30/04/2023		

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Attempted sequence diagrams for Req 3 and 4	UML diagram		Sylvia	DONE	02/05/2023	Completed in class on Tue, 2 May	
Write design rationale for Req 3	Design rationale		Aung Khant Kyaw	DONE	02/05/2023		
Write design rationale for Req 4	Design rationale		Sylvia	DONE	02/05/2023		
Review, provide feedback on and edit Req 3 and 4 design documents			David	DONE	02/05/2023	Provided feedback on other members' work, suggest improvements, and edit the documents	