

Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes	
Decided on the UML diagram editor (Lucid charts), decided on mode of work (work on the assignment together live when available, and assign tasks for individual completion)	Discussion	26/03/2023	EVERYONE	DONE	26/03/2023	This was part of Meeting 1 on 26 Mar 2023.	
Attempt Req 1	UML diagram	26/03/2023	EVERYONE	DONE	26/03/2023	This was part of Meeting 1 on 26 Mar 2023.	
Attempt Req 2	UML diagram	28/03/2023	EVERYONE	DONE	28/03/2023	This was part of the Applied session on 28 Mar 2023.	
Revise Req 1 and Req 2 with better knowledge of the game engine	UML diagram	01/04/2023	David	DONE	01/04/2023	Reviewed work done for Req 1 and 2, and made modifications	
Review modifications made to Req 1 and Req 2 by David	Discussion	02/04/2023	EVERYONE	DONE	02/04/2023	This was part of Meeting 2 on 2 April 2023.	
Attempt Req 3	UML diagram	02/04/2023	EVERYONE	DONE	02/04/2023	This was part of Meeting 2 on 2 April 2023.	
Attempt Req 4	UML diagram	02/04/2023	EVERYONE	DONE	02/04/2023	This was part of Meeting 2 on 2 April 2023.	
Attempt Req 5	UML diagram	02/04/2023	EVERYONE	DONE	02/04/2023	This was part of Meeting 2 on 2 April 2023.	
Consult TA about tasks	Discussion	04/04/2023	EVERYONE	DONE	04/04/2023	Ask about enemy types (check classes?)	
Complete design rationales	Design rationale	07/04/2023	EVERYONE	DONE	07/04/2023	Design rationales assigned to group members to be completed outside of meetings	
Reviewed the design	Discussion	07/04/2023	EVERYONE	DONE	07/04/2023	Discussed the issues with the existing design	
Revise design rationales	Design rationale	07/04/2023	EVERYONE	DONE	09/04/2023	Reviewed the design rationales written by group members	
Finalise design rationale and submit	Design rationale	15/04/2023	David	DONE	15/04/2023	Reviewed and edited design rationale, exported design rationale to markdown notation, compiled submission file	