

Task/Contribution(~30 words)	Contribution Type	Planning Date	Contributor	Status	Completion Date	Extra notes
Initial Team Meeting	Discussion	21/05/2024	EVERYONE	DONE	21/05/2024	Meeting to talk about what to be done in sprint 3
Move the responsibility of updating UI from gameboard to controller class	Coding	21/05/2024	Tong Jet Kit	DONE	21/05/2024	
Redesigned movement system for Sprint 4	Brainstorm	21/05/2024	Tong Jet Kit	DONE	21/05/2024	
			Nisha			
Implemented new movement system for Sprint 4	Coding	21/05/2024	Tong Jet Kit	DONE	22/05/2024	
			Nisha			
Started to implement the new extension on the new Dragon Card for extension 1	Coding	21/05/2024	Tong Jet Kit	DONE	22/05/2024	
Decided on Human Value Extension of "Reveal Cards" button to reveal all cards momentarily and started implementing it (I implemented it on a wrong branch initially so I will redo this on a later date)	Brainstorm	24/05/2024	Dhiren	DONE	24/05/2024	
Created the UML for Sprint 4 with highlights to show the differences	UML Diagram	24/05/2024	Tong Jet Kit	DONE	24/05/2024	Created the initial UML diagram from Sprint 4 with updates from my extension implementation
Thinking of how to load and save the game state	Brainstorm	24/05/2024	Ong Chong How	DONE	25/05/2024	
Implemented their self-extension	Coding	24/05/2024	Nisha	DONE	05/06/2024	
Wrote the reflection for Sprint 4	Report Writing	25/05/2024	Tong Jet Kit	DONE	25/04/2024	
Create UI for save and load extension	Coding	26/05/2024	Ong Chong How	DONE	26/05/2024	Save and load button
Create game state class and save all the informations of the game to load future	Coding	26/05/2024	Ong Chong How	DONE	26/05/2024	save informations into json file
Load the game and based on the informations saved	Coding	27/05/2024	Ong Chong How	DONE	27/05/2024	Create the card and player based on the informations saved
Write reflection for Sprint 4	Report Writing	27/05/2024	Dhiren	DONE	27/05/2024	
Update the UI for players and gameboard based on json informations	Coding	27/05/2024	Ong Chong How	DONE	29/05/2024	
Write code comment	Code comment	28/05/2024	Ong Chong How	DONE	28/05/2024	
Added more detailed explanation in reflection based on rubric for High Distinction	Report Writing	28/05/2024	Dhiren	DONE	28/05/2024	
Update the UML for load and save extension	UML Diagram	28/05/2024	Ong Chong How	DONE	28/05/2024	
Rewrite reflection based on rubric and more detail	Report Writing	29/05/2024	Ong Chong How	DONE	29/04/2024	
Write reflection for Sprint 4	Report Writing	29/05/2024	Ong Chong How	DONE	29/04/2024	
Implemented "Reveal Cards" Human Value extension	Coding	29/05/2024	Dhiren	DONE	29/05/2024	
Updated and modularised methods in FlipCardPane, and also updated UI to reflect changes for the "Reveal Cards" functionality	Coding	29/05/2024	Dhiren	DONE	29/05/2024	
Added documentation for all classes and methods involved in "Reveal Cards" functionality	Coding	30/05/2024	Dhiren	DONE	30/05/2024	
Added comments explaining extra attributes in involved classes for the "Reveal Cards" functionality	Code comment	31/05/2024	Dhiren	DONE	31/05/2024	
Designed and added App Icon or "favicon" for the Fiery Dragons game	Coding	05/06/2024	Dhiren	DONE	05/06/2024	
Record video for extension 1	Recording	05/06/2024	Tong Jet Kit	DONE	05/06/2024	
Record video for load and save extension, and tech stack	Recording	05/06/2024	Ong Chong How	DONE	05/06/2024	
Recorded video	Recording	05/06/2024	Nisha	DONE	05/06/2024	
Write and edit Sprint 4 reflection	Report Writing	05/06/2024	Nisha	DONE	05/06/2024	
Updated UML diagram with changes	UML Diagram	05/06/2024	Nisha	DONE	05/06/2024	
Fixed bug from movecount update from swap dragon card	Coding	06/06/2024	Tong Jet Kit	DONE	06/06/2024	
Finalised contribution log	Report Writing	06/06/2024	Nisha	DONE	06/06/2024	
Finalised UML	UML Diagram	06/06/2024	Tong Jet Kit	DONE	06/06/2024	