

### Week 1 Objectives

Task	Delegated Person/s
UML Diagram and Design	Barry, Swapneel
Project Timeline	Taimoor
Project Documentation (minutes and objectives)	Kevin
Project Assumptions	Everyone
Entity Class	Kevin
MovingEntity Class	Kevin
Character Class	Kevin
Spider Class	Kevin
Mercenary Class	Kevin
StaticEntity Class	Taimoor
Wall Class	Taimoor
Exit Class	Taimoor
Boulder Class	Taimoor
FloorSwitch Class	Taimoor

### Week 2 Objectives

Task	Delegated Person/s
Dungeon Controller Tests	Taimoor
Collectible Equipment Implementation	Swapneel
Other Collectible Implementation	Barry
Useable Interface Implementation	Barry
Interactable Interface Implementation	Kevin
Buildable Interface Implementation	Swapneel
Move Strategy implementation	Kevin
Battle Strategy Implementation	Swapneel
Goal Implementation	Taimoor
Potion Observer	Barry
Controller_interact	Kevin
Controller_build	Swapneel
Controller_tick	Kevin, Barry
Controller_loadGame	Swapneel
Controller_saveGame	Swapneel
Controller_newGame	Kevin
CreateDungeonResponse method	Taimoor
Unit Tests	Everyone
Update UML	Everyone

### Week 3 Objectives

Task	Delegated Person/s
Fix Milestone 2	Everyone
Assassin Class	Kevin
Hydra Class	Kevin
Pathfinding	Taimoor
Swamp Tile	Taimoor
Sunstone Class	Barry
Anduril	Barry
Sceptre	Swapneel
Midnight Armour	Swapneel

### Week 4 Objectives

Task	Delegated Person/s
Complete Pathfinding	Taimoor
Integrate moving entities	Kevin
Bugfix goals	Barry
Create new battle behaviours	Swapneel
Additional tests for m3 and coverage	Everyone
Housekeeping documentation	Everyone

Meeting minutes can be found at this link: [https://drive.google.com/drive/folders/1NR7Q-mKFtFnmxDLacz4Yo\\_\\_3hLOHwMgc?usp=sharing](https://drive.google.com/drive/folders/1NR7Q-mKFtFnmxDLacz4Yo__3hLOHwMgc?usp=sharing)