

### Work Breakdown Agreement for Assignment 3

Date	Tasks	Partner producing the content	Partner reviewing the content
14/5/2019	Added classes; OxygenTank, OxygenDispenser, YogaMaxx	Megan	Ye Zea
	Added classes; Water, WaterPistol	Ye Zea	Megan
15/5/2019	Completed feature to attack Yoga Maxx with a 70% chance to remove exoskeleton	Megan	Ye Zea
	Completed feature to refill water pistol and make water an impassable terrain	Ye Zea	Megan
16/5/2019	Started working on dispensing oxygen on each turn	Megan	Ye Zea
	Added and completed classes; EarthMap, MoonMap	Ye Zea	Megan
17/5/2019	Added classes; DispenseOxygenTankAction, OxygenDispenserScheduler, PressButtonAction	Megan	Ye Zea
	Completed the feature for the player to quit the game	Ye Zea	Megan
18/5/2019	Completed the feature to dispense oxygen on the next turn	Megan	YeZea
	Added the feature to decrement the oxygen points on the Moon	Ye Zea	Megan
19/5/2019	Completed the feature for the player to travel between maps. Implemented the safety feature	Megan	
	Created the class diagrams for new features	Ye Zea	Megan
21/5/2019	Refactored Distance class's isAdjacent method	Megan	Ye Zea
	Completed the feature to decrement the oxygen points on the Moon	Ye Zea	Megan
22/5/2019	Fixed the location = null bug	Megan	Ye Zea
	Created a new GameWorld class to complete the endings of the game	Ye Zea	Megan
23/5/2019	Started documentation on the responsibility of new classes	Megan	Ye Zea
	Made changes to the UML class diagrams	Ye Zea	Megan
24/5/2019	Continued working on the documentation of the responsibility of new classes	Megan Ye Zea	Ye Zea Megan
25/5/2019	Completed the documentation for recommendations to the game engine	Megan Ye Zea	Ye Zea Megan
26/5/2019	Added javadocs for classes; OxygenDispenser, OxygenTank, DispenseOxygenTank	Megan	Ye Zea

	Removed class; OxygenDispenserScheduler, PressButtonAction		
	Added javadocs for classes; AttackYugoAction, FillEmptyPistolAction, GameWorld, RocketToEarth, RocketToMoon, SquirtingWaterAction, YugoMaxx, EarthMap, MoonMap	Ye Zea	Megan
27/5/2019	Created package; bonusGame. Created classes for bonus game; StoneTree, WaterTreeAction	Megan	Ye Zea
	Created classes for bonus game; FillBucketAction, RedeemTicketAction, RedeemAction	Ye Zea	Megan
28/5/2019	Created classes; RedeemFertiliserAction, RedeemSwordAction & enum; BonusGameSkills. Edited class; RedeemAction	Megan	Ye Zea
	Created classes; TeleportAction, TeleportationPad	Ye Zea	Megan
29/5/2019	Completed documentation for bonus game features	Megan Ye Zea	Ye Zea Megan
30/5/2019	Added javadocs for the bonus game classes	Megan Ye Zea	Ye Zea Megan

Megan Ooi Jie Yi and Hew Ye Zea agree to this WBA for assignment 3.