# Work Breakdown Agreement:

**Team name:** Friends

**Team members:** Arshia Adouli & Joseph Yu

**Deliverables**

- UML Class Diagrams (Due: Sunday 10th May 5:00 pm)

- Design Rationale (Due: Sunday 10th May 5:00 pm)

- Updating UML Class Diagrams (Due: Friday 22nd May 11:55 pm)

- Updating Design Rationale (Due: Friday 22nd May 11:55 pm)

- Implementation of new features (Due: Friday 22nd May 11:55 pm)

**Responsible for each deliverable**

UML Class Diagrams

Arshia – Farmer, UnripeCrop, RipeCrop, Food, all new Behaviour classes, all new Action classes and all pre-existing game classes and engine classes

Joseph – Limb, Leg, Arm, Club, Mace and Legend

Design Rationale

Arshia – Section: “Beating up the Zombies” & “Rising from the Dead”

Joseph – Section: “Farmers and food”

Updating Design Rationale

Arshia – Zombie, HuntBehaviour, WanderBehaviour, ZombieActor, PickUpBehaviour, Leg, Arm, CraftAction, DropAction, DropBehaviour, ZombieExpressionBehaviour & ZombieExpressionAction classes

ActorInterface methods – getNumArm(), getNumLeg(), getNumTurn(), crafter() & AllowableActions(GameMap map)

Joseph – HarvestAction, EatFoodAction & Crop classes

ActorInterface methods – harvester(), personThatEatFood(), asPlayer(Actor a), getUnripeCrop(List<Item> itemList) & getRipeCrop(List<Item> itemList)

Updating Class Diagrams

Arshia – DropBehaviour, ZombieExpressionBehaviour, ZombieExpressionAction classes & Limb interface

Joseph – Crop

Implementation of new features

Arshia – Limb, Leg, Arm, Club, Mace, CraftAction, PickUpBehaviour, DropBehaviour, ZombieExpressionBehaviour, ZombieExpressionAction and PortableItemZombie

Joseph – Farmer, Food, Crop, HarvestAction, HarvestBehaviour, EatFoodBehaviour, EatFoodAction, FertilizeBehaviour, FertilizeAction, SowBehaviour, SowAction

**Responsible for reviewing and testing each deliverable**

UML Class Diagrams

Arshia – Limb, Leg, Arm, Club, Mace and Legend

Joseph – Farmer, UnripeCrop, RipeCrop, Food, all new Behaviour classes, all new Action classes and all pre-existing game classes and engine classes

***\*Review and testing for this deliverable needs to be completed by Sunday 10th May 4:00 pm\****

Design Rationale

Arshia – Section: “Farmers and food”

Joseph – Section: “Beating up the Zombies” & “Rising from the Dead”

***\*Review and testing for this deliverable needs to be completed by Sunday 10th May 4:00 pm\****

Updating Design Rationale

Arshia – HarvestAction, EatFoodAction & Crop classes

ActorInterface methods – harvester(), personThatEatFood(), asPlayer(Actor a), getUnripeCrop(List<Item> itemList) & getRipeCrop(List<Item> itemList)

Joseph – Zombie, HuntBehaviour, WanderBehaviour, ZombieActor, PickUpBehaviour, Leg, Arm, CraftAction, DropAction, DropBehaviour, ZombieExpressionBehaviour & ZombieExpressionAction classes

ActorInterface methods – getNumArm(), getNumLeg(), getNumTurn(), crafter() & AllowableActions(GameMap map)

***\*Review and testing for this deliverable needs to be completed by Friday 22nd May 10:55 pm\****

Updating Class Diagrams

Arshia – Crop

Joseph – DropBehaviour, ZombieExpressionBehaviour, ZombieExpressionAction classes & Limb interface.

***\*Review and testing for this deliverable needs to be completed by Friday 22nd May 10:55 pm\****

Implementation of new features

Arshia – Limb, Leg, Arm, Club, Mace, CraftAction, PickUpBehaviour, DropBehaviour, ZombieExpressionBehaviour, ZombieExpressionAction and PortableItemZombie

Joseph – Farmer, Food, Crop, HarvestAction, HarvestBehaviour, EatFoodBehaviour, EatFoodAction, FertilizeBehaviour, FertilizeAction, SowBehaviour, SowAction

***\*Review and testing for this deliverable needs to be completed by Friday 22nd May 10:55 pm\****

**Signatures of team members for Accepting the WBA:**

**Arshia Adouli:** *I Accept the WBA, I accept the WBA, I accept the WBA*

**Joseph Yu:** *I accept the WBA, I accept the WBA, I accept the WBA*