

MILESTONE 2

Kelompok: Pokemonsigma

Kelas: K01

List Anggota Kelompok:

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PROGRESS

1. COMPLETED TASKS

No	Task	Penanggung Jawab (NIM)
MILESTONE 01		
1	<ul style="list-style-type: none">- Rancangan rule: catchPokemon(Rarity), battle(PlayerPokemon, EnemyPokemon), run, switch(IdxDeck, IdxBag), heal, freePokeBall, potion(Pokemon), superPotion(Pokemon), hyperPotion(Pokemon), catch2PokemonWater, win3BattleinRow.- Implementasi fakta: pokemon & skill	13524137
2	<ul style="list-style-type: none">- Rancangan fakta : Skill, BaseExpRarity, BaseExpGivenRarity, Skill Slot, Immune untuk Boss Monster, Map, Pokemon Liar yang Tersembunyi, dan Pokemon di Luar Rumput.- Implementasi fakta : pemain, map, pokemon liar yang tersembunyi, pokemon di luar rumput, party, storage, immune boss, pokemon (dinamis), InBattle, dan Tas/Bag.	13524109

3	<ul style="list-style-type: none"> - Rancangan rule : startGame, setBag, generateMap, setPlayer, showMap, move, catchPokemon, battle, run, attack, defend, skill, expForNextlevel, levelUp, evolusi, skillCooldown, statusEffect, addItem, useItem, howBag. - Implementasi rule : generateMap, setPlayer, showMap. 	13524073
4	<ul style="list-style-type: none"> - Rancangan fakta: pemain, pokemon, rarityValue, effectiveness,pokemonInstance,party, storage, inBattle, bag - Implementasi fakta: rarityValue, exp_of_rarity, exp_given_rarity, species_skill, effectiveness 	13524089
MILESTONE 02		
1	Implementasi rule : startGame, endGame, defend, expForNextLevel(Rarity, LevelNow, EXPNeeded), levelUp(Species, NewLevel, NewStats), evolusi(LastSpecies, NewSpecies)	13524073
2	Implementasi rule : setbag, move, skill, setparty, showbag, superpotion, dan hyperpotion	13524109
3	Implementasi rule : catchPokemon, attack, addItem, dan useItem	13524089
4	Implementasi rule : run, dan battle	13524137

2. ONGOING TASKS

No	Task	Penanggung Jawab (NIM)

3. UNSTARTED TASKS

No	Task	Penanggung Jawab (NIM)
1	Implementasi rule: heal.	13524137
2	Implementasi rule: freePokeBall	13524137
3	Implementasi rule: potion(Pokemon)	13524137
4	Implementasi rule: catch2PokemonWater.	13524089
5	Implementasi rule: win3BattleinRow	13524137