

Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes
Contribution Log Updating	Maintenance	20/03/2023	Nisha	DONE	14/04/2023	-
First meeeting discussion	Discussion	20/03/2023	EVERYONE	DONE	20/03/2023	Discussed meeting availability and the assignments specifciations.
Second meeting	Discussion	20/03/2023	EVERYONE	DONE	25/03/2023	Discussed how to allocate and split the work. We decided to produce 1 UML per requirement, with each person working on 1-2 UMLs and their respective rationale.
Third meeting	Discussion	25/03/2023	EVERYONE	DONE	28/03/2023	Taking a look at the project files provided and discussing approaches for tackling our respective tasks, discussing an extension due to group member having COVID.
Fourth meeting	Brainstorm	06/04/2023	Amirul	DONE	06/04/2023	Discussed how to implement the two types of resets and how enemy skills / weapon skills will be handled.
			Brandon			
Requirement 1 and 5	UML diagram		Brandon	DONE	14/04/2023	-
Requirement 3 and 4	UML diagram		Amirul	DONE	14/04/2023	-
Requirement 2	UML diagram		Nisha	DONE	14/04/2023	-
Fourth meeting	Discussion	06/04/2023	EVERYONE	DONE	10/04/2023	Reviewing and providing feedback UML Diagrams 1, 3, 4, 5. Discussed on how to finish the final diagram (requirement 2), the design rationale, and when to start coding for assignment 2.
Fifth meeting	Discussion	10/04/2023	EVERYONE	DONE	13/04/2023	Reviewing all UML diagrams, discussing information from edstem and altering UML diagrams to match. Discussed progress on coding and and implementation of Req 1.
Sixth meeting	Discussion	13/04/2023	EVERYONE	DONE	14/04/2023	UML diagrams finalised. Discussing design rationale. Agreed to meet later for finalising rationale.
Seventh meeting	Discussion	14/04/2023	EVERYONE	DONE	14/04/2023	Design rationales reviewed by other teammates and feedback is provided. The entire concept of runes is reworked as a group, which leads to Rune class being removed from Req2 and moved to Req3 and renamed it to RunePile.
Requirement 1 and 5	Design rationale	10/04/2023	Brandon	DONE	14/04/2023	-
Requirement 3 and 4	Design rationale	10/04/2023	Amirul	DONE	14/04/2023	-
Requirement 2	Design rationale	10/04/2023	Nisha	DONE	14/04/2023	-