

Work Breakdown Agreement

Assignment 1

The group CFGY consists of two members Wong Cheek Foong and Chan Guan Yu and are both working together for this FIT2099 group assignment project.

For assignment 1 we are asked to design the code that we will use to implement the features given in the assignment 1 sheet. There are a total of 5 features and we decided to split the work where Wong Cheek Foong handles 2 features which are Zombie attacks and Farmers and food while Chan Guan Yu handles 3 features which are Beating up the Zombies, Crafting weapons and Rising from the dead. We started to discuss through online calls and share our thoughts on the design of the program and come up with understandings that we can both agree on.

After that we both work together on the class diagram where at first we both did our own part of the class diagram and later share our work by pushing it onto git and we then pull our partner's work to review it. Then one person combines it to create a complete class diagram.

For the design rationale, a google doc file is created and again we split the work based on the features that we work on and explain the responsibilities of the design we implemented. We then do a final review check on both of our works and correct it if there are any mistakes. After finalizing our work we then push everything to git before 10th of May.

Assignment 2

Wong Cheek Foong will be handling the code for 3 features Zombie attacks, Farmers and food and Rising from the dead while Chan Guan Yu will be handling the code for 2 features Crafting weapons and Beating up the Zombies.

Firstly, Cheek Foong commits his part for the Zombie attacks, Farmers and food and then Rising from the dead. The next few commits were updates/changes of the features. Guan Yu pulls his work and then does his part, which he combines both of their work together and then commits. Later on changes towards the class diagram and methods/classes were made. The design rationale was also changed to ensure that everything is updated. After pushing/pulling and reviewing each other's work to ensure the requirements are done, everything is then pushed to git on 22th of May.

Assignment 3

Cheok Foong will be handling the new weapons: shotgun and sniper rifle as well as ending the game. Guan Yu will be handling going to town, Mambo Marie as well as the bonus features (Sorcerer + seeds + potion + new types of trees etc).

Firstly, Guan Yu commits his part for the Mambo Marie features, and then adding the features he is implementing. At the same time, he updates the javadoc and class diagram. After that, Cheok Foong commits his part for the weapon features, and then the remaining features.

While working on our parts, we have discussed with each other on how to implement the features, to ensure that we are able to understand it well. Javadoc, class diagram, WBA and design rationale are always updated to ensure that nothing newly implemented is left behind/overlooked. The short document/review as well as the sequential diagram are also done in the same way, both of us discussing with each other.

After pushing/pulling each other's work to ensure the requirements are done, everything is then pushed to git by the end of deadline.