FIT2099 Assignment 1 Work Breakdown Agreement (Group 3)

**Devshi Janakantha:**

* Modified AttackAction.execute() sequence diagram
* Initial design of ground UML diagram
* Design rationale: Items, Ground, Enemies sections

**Carter Hills:**

* Initial design of weapons UML diagram
* Design rationale: Reset Functionality, Weapons, Actions sections

**Shared Work:**

* Initial design of enemy and items UML diagrams
* Player turn reset sequence diagram
* Amalgamation of UML diagram components
* Final content review

*Signed:*

Carter Hills