

Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes	
Choose team members code to base assignment 2 off of	Discussion	30/04/2024	Everyone	DONE	30/04/2024		
List all things to make base for assignment 2 meet the requirements of assignment 1	Brainstorm	30/04/2024	Everyone	DONE	30/04/2024		
List all the new requirements	Brainstorm	30/04/2024	Everyone	DONE	30/04/2024		
Upload base assignment code to Gittlab	Implementation	30/04/2024	Jin Ruo Yew	DONE	01/05/2024		
REQ1- Implement 2 new craters (Astronaut & Alien Bug)	Implementation	30/04/2024	Claire Zhang	DONE	06/05/2024		
REQ2-Implement Alien Bug	Implementation	30/04/2024	Claire Zhang	DONE	06/05/2024		
REQ2-Implement Suspicious Astronaut	Implementation	30/04/2024	Jamie Nguyen	DONE	06/05/2024		
REQ3 - Implement 2 new special scraps (Jar of Pickles & Pot of Gold)	Implementation	30/04/2024	Chloe Ang	DONE	06/05/2024		
REQ3 - Implement drinking water from puddle for Intern	Implementation	30/04/2024	Chloe Ang	DONE	06/05/2024		
REQ 4 - Implement Terminal + Add balance to player	Implementation	30/04/2024	Jin Ruo Yew	DONE	06/05/2024		
REQ4 - Create item (energy drink)	Implementation	30/04/2024	Jin Ruo Yew	DONE	06/05/2024		
REQ4 - Create item (dragon slayer sword)	Implementation	30/04/2024	Jin Ruo Yew	DONE	06/05/2024		
REQ4 - Create item (Toilet paper roll)	Implementation	30/04/2024	Jin Ruo Yew	DONE	06/05/2024		
REQ 1 - Draw UML	UML diagram	30/04/2024	Claire Zhang	DONE	07/05/2024		
REQ 2 - Draw UML	UML diagram	30/04/2024	Jamie Nguyen	DONE	10/05/2024		
REQ 3 - Draw UML	UML diagram	30/04/2024	Chloe Ang	DONE	10/05/2024		
REQ 4 - Draw UML	UML diagram	30/04/2024	Jin Ruo Yew	DONE	09/05/2024		
REQ 1 - Draw Interaction diagram	UML diagram	30/04/2024	Claire Zhang	DONE	06/05/2024		
REQ 2 - Draw Interaction diagram	UML diagram	30/04/2024	Jamie Nguyen	DONE	10/05/2024		
REQ 3 - Draw Interaction diagram	UML diagram	30/04/2024	Chloe Ang	DONE	06/05/2024		
REQ 4 - Draw Interaction diagram	UML diagram	30/04/2024	Jin Ruo Yew	DONE	09/05/2024		
REQ 1 - Design Rationale	Design rationale	30/04/2024	Claire Zhang	DONE	09/05/2024		
REQ 2 - Design Rationale	Design rationale	30/04/2024	Jamie Nguyen	DONE	10/05/2024		
REQ 3 - Design Rationale	Design rationale	30/04/2024	Chloe Ang	DONE	09/05/2024		
REQ 4 - Design Rationale	Design rationale	30/04/2024	Jin Ruo Yew	DONE	09/05/2024		
Write javadoc	Documentation	30/04/2024	Everyone	DONE	10/05/2024		
Decide on GIT managment (refer to extra notes)	Discussion	01/05/2024	Everyone	DONE	01/05/2024	- Each create our own branches - Only merge to main once the task has been implemented	
Decide on deadline (refer to extra notes)	Discussion	30/04/2024	Everyone	DONE	30/04/2024	- Finish implementation by Monday 6th April, which is our next meeting (in the morning)	
Discuss on finished implementations	Discussion	06/05/2024	Everyone	DONE	09/05/2024	- Finish diagrams(uml/sequence) and rationale by Thursday 9th April	
Check on progress for uml and sequence diagrams, and discuss on uml format	UML diagram	09/05/2024	Everyone	DONE	09/05/2024	Color code for UML diagrams: new classes -> green, updated classes -> blue	
Compile finished design rationale into a single file with standardized format across all requirements	Design rationale	10/05/2024	Jin Ruo Yew	DONE	10/05/2024		

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Final check and testing before submission (meeting at 3pm)	Code review	10/05/2024	Everyone	DONE	10/05/2024	Tested code together via discord share screen using test cases in requirement. Fixed bugs and implementation differences between work of different members.	
Submit zip file of Gitlab repository on Moodle submission page	Submission	10/05/2024	Jin Ruo Yew	DONE	10/05/2024		

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Decide on GIT managment (refer to extra notes)	Discussion	23/05/2024	Everyone	DONE	23/05/2024	- Each create our own branches	
Discuss who is doing what	Discussion	23/05/2024	Everyone	DONE	23/05/2024	- Only merge to main once the task has been implemented	
List all the new requirements	Brainstorm	23/05/2024	Everyone	DONE	30/05/2024		
Discuss when to finish implementing requirements	Discussion	23/05/2024		DONE	23/05/2024	- Finish implementing by Thursday 30th May, which will also be the next meeting date	
REQ1 - Create new moon (Refactorio)	Implementation	23/05/2024	Claire Zhang	DONE	28/05/2024		
REQ1 - Create factory parking lot	Implementation	23/05/2024	Claire Zhang	DONE	28/05/2024		
REQ1 - Implement travel to other maps	Implementation	23/05/2024	Claire Zhang	DONE	29/05/2024		
REQ1 - Implement THESEUS	Implementation	23/05/2024	Claire Zhang	DONE	29/05/2024		
REQ2 - Create new Humanoid Figure that player can sell items to	Implementation	23/05/2024	Jin Ruo Yew	DONE	28/05/2024		
REQ2 - Implement items that can be sold to factory	Implementation	23/05/2024	Jin Ruo Yew	DONE	28/05/2024		
REQ2 - Implement risks on specific items when player attempts to sell them	Implementation	23/05/2024	Jin Ruo Yew	DONE	28/05/2024		
REQ3 - Create new purchasable astley class	Implementation	23/05/2024	Jamie Nguyen	DONE	29/05/2024		
REQ3 - Charge player 1 credit every 5 turns if item is in player's inventory	Implementation	23/05/2024	Jamie Nguyen	DONE	29/05/2024		
REQ3 - Create new action: MonologueAction	Implementation	23/05/2024	Jamie Nguyen	DONE	29/05/2024		
REQ3 - Allow Astley to monologue specific strings based on certain criteria	Implementation	23/05/2024	Jamie Nguyen	DONE	29/05/2024		
REQ4 - Create a YoungInheritree	Implementation	23/05/2024	Chloe Ang	DONE	28/05/2024		
REQ4 - Implement tree that can grow into another	Implementation	23/05/2024	Chloe Ang	DONE	28/05/2024		
REQ4- Implement tree that can produce fruits	Implementation	23/05/2024	Chloe Ang	DONE	28/05/2024		
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REQ 3 - Design Rationale	Design rationale	23/05/2024	Jamie Nguyen	DONE	03/06/2024		
REQ 4 - Design Rationale	Design rationale	23/05/2024	Chloe Ang	DONE	03/06/2024		
REQ 1 - Video	Documentation	23/05/2024	Claire Zhang	DONE	03/06/2024		
REQ 2 - Video	Documentation	23/05/2024	Jin Ruo Yew	DONE	03/06/2024		
REQ 3 - Video	Documentation	23/05/2024	Jamie Nguyen	DONE	03/06/2024		
REQ 4 - Video	Documentation	23/05/2024	Chloe Ang	DONE	03/06/2024		

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Write javadoc	Documentation	23/05/2024	Everyone	DONE	03/06/2024	Next meeting = Monday 3rd, finish all our diagrams and design rationale. All design rationale should have same format (follow REQ4 format from A2)	
Discuss next meeting and deadlines	Discussion	30/05/2024	Everyone	DONE	30/05/2024		
Standardize UML syntax	Documentation	03/06/2024	Everyone	DONE	03/06/2024		
Check diagrams, documentation and run testing application + resolve conflicts (updated many files separately)	Code review	03/06/2024	Everyone	DONE	03/06/2024		
Compile video links + push file with links to git	Documentation	03/06/2024	Jin Ruo Yew	DONE	03/06/2024	Upload videos to the same shared folder with the design rationales	
Compile design documentation into pdf format	Design rationale	03/06/2024	Chloe Ang	DONE	03/06/2024		
Submit zip on moodle	Submission	03/06/2024	Chloe Ang	DONE	03/06/2024		