

# Work Breakdown Agreement

Assignment 1 - FIT2099 (Object Oriented Design & Implementation)

**“Team Zappers”**

**Michael Carter & James Sammut**

## Assignment 1: WBA

For the first part of the multi-part Assignment given for FIT2099, Team Zappers - consisting of students Michael Carter and James Sammut - is to extend a roguelike, Java based dungeon game that is based on the Star Wars franchise of movies and related media.

The team is to develop Unified Modelling Language (UML) diagrams of 5 extensions of classes that are to be extended to the game system, as well as showing a sequence diagram of choice of the interaction of the class functionality extensions proposed.

The extension are listed as follows:

- Adding the **Force** ability to the Star Wars roguelike
- Adding the equipping and wielding of a **Lightsaber**
- Adding **Ben Kenobi’s training** for the player character (Luke)
- Adding **Droids** to the game and their respectful properties (follow, attack etc)
- Adding **Healing properties** (for both player and NPCs including Droids, Tusken Raiders etc)

## Assignment 1: UML Diagramming

Michael Carter	James Sammut
UML - The Force	UML - Droids
UML - Lightsabers	UML - Healing
UML - Ben Kenobi Training	

## Assignment 1: Sequence Diagramming

Michael Carter	James Sammut
Sequence Diagram - The Force	Sequence Diagram - Droid Healing
	Sequence Diagram - Player Healing

## Assignment 1: Work Breakdown Agreement

Task to complete	Team Member	Time Deliverable
Work Breakdown Agreement (extends Assignment 1 & Assignment 2 work)	Michael Carter James Sammut	28/04/2017

## Assignment 2: WBA

The second part of the Assignment for FIT2099 will involve the implementation of the specification and outline of the extensions that were given in the first part of the Assignment. This will involve the implementation, testing and execution of individual deliverables that both Michael and James specified earlier. The task, team member and the estimated time of delivery is specified in the table below:

### Assignment 2: Implementation

Task to complete	Team Member	Time Deliverable
The Force - extension code	Michael Carter	Assignment 2 due date
The Force - testing of implemented code	Michael Carter James Sammut	As new features made, routine tests to occur on implementation
Lightsabers - extension code	Michael Carter	Assignment 2 due date
Lightsabers - testing of implemented code	Michael Carter James Sammut	As new features made, routine tests to occur on implementation
Ben Kenobi Training - extension code	Michael Carter	Assignment 2 due date
Ben Kenobi Training - testing of implemented code	Michael Carter James Sammut	As new features made, routine tests to occur on implementation
Droids - extension code	James Sammut	Assignment 2 due date
Droids - testing of implemented code	Michael Carter James Sammut	As new features made, routine tests to occur on implementation
Healing - extension code	James Sammut	Assignment 2 due date
Healing - testing of implemented code	Michael Carter James Sammut	As new features made, routine tests to occur on implementation

Please be aware that it has been agreed by both Michael and James that for the implementation stage of the Assignment - namely, Assignment 2 as described above in the table will be done individually - however collaboration between both team members will be pivotal in the design of the games' extra features. It is this reason that some parts of Michaels' implementation will be assisted by James - and also vice-versa.

Also, testing of each stage of the implementation will be carried out **during the development of the added feature**. Both parties will test each feature rigorously - and such changes, however large or small, will be instantly pushed to the **repository** for discussion and review (also possible debugging and editing).

## **Declaration**

I do hereby proclaim on the signing of this page that I accept the assigned Work Breakdown attributed to myself hitherto and will contribute to my fullest ability to accomplish the task for the greatest benefit of the team.

**Signed**



.....  
**Michael Carter**

**Signed**



.....  
**James Sammut**

## **References**

Stack Overflow 2011, *How to show "if" condition on a sequence diagram?*, viewed 27 April 2017, <http://stackoverflow.com/questions/8114770/how-to-show-if-condition-on-a-sequence-diagram>