

Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes	
First meeeting discussion	Discussion	01/10/2022	EVERYONE	DONE	01/10/2022	We had a 30 mins meeting to distributed work equally among team members. The team agreed to have Meng Jienq to be the person who in chraged with the requirement 2, Xin Yun to be the person who in charged with the requirement 1 and Zhiwei to be the person who in charged with the requirement 3. Allocate the requirements based on the previous tasks.	
Create the class structure of new map in the game	UML diagram	01/10/2022	Meng Jienq Soh	DONE	03/10/2022		
Modify the class structure of pokemons for evolution in the game	UML diagram	01/10/2022	Xin Yun Leong	DONE	03/10/2022		
Modify the class structure of Pokemon Egg and Incubator	UML diagram	01/10/2022	Zhiwei Fong	DONE	03/10/2022		
Modify the design rationale of environment for new map in the game	Design rationale	03/10/2022	Meng Jienq Soh	DONE	04/10/2022		
Modify the design rationale of pokemons for evolution in the game	Design rationale	03/10/2022	Xin Yun Leong	DONE	04/10/2022		
Modify the design rationale of items for Pokemon Egg and Incubator	Design rationale	03/10/2022	Zhiwei Fong	DONE	04/10/2022		
Code new map in the game	Code	04/10/2022	Meng Jienq Soh	DONE	09/10/2022		
Code evolution in the game	Code	04/10/2022	Xin Yun Leong	DONE	09/10/2022		
Code pokemon egg and icubator in the game	Code	04/10/2022	Zhiwei Fong	DONE	09/10/2022		
Code comments for new map in the game	Code comment	04/10/2022	Meng Jienq Soh	DONE	09/10/2022		
Code comments for evolution in the game	Code comment	04/10/2022	Xin Yun Leong	DONE	09/10/2022		
Code comments for pokemon egg and icubator in the game	Code comment	04/10/2022	Zhiwei Fong	DONE	09/10/2022		
Merge the first 3 requirements	Code review	09/10/2022	EVERYONE	DONE	09/10/2022	First 3 requirements are done	
Second meeting discussion	Discussion	09/10/2022	EVERYONE	DONE	09/10/2022	We had a 1 hour meeting to discuss about the new trainer requirement (req 4). Zhiwei will be the main person in charged with requirement 4, Meng Jienq and Xin Yun will assist Zhiwei to do requirement 4.	
Create the class structure of new trainer in the game	UML diagram	09/10/2022	Zhiwei Fong	DONE	10/10/2022		
Create the design rationale of new trainer in the game	Design rationale	10/10/2022	Zhiwei Fong	DONE	11/10/2022		
Code new trainer in the game	Code	11/10/2022	Zhiwei Fong	DONE	14/10/2022		
Code comments for new trainer in the game	Code comment	11/10/2022	Zhiwei Fong	DONE	14/10/2022		
Finalise the assignment	Code review	14/10/2022	EVERYONE	DONE	16/10/2022	Merge all requirements	