Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes	
First meeeting discussion	Discussion	10/09/2022	EVERYONE	DONE	10/09/2022	We had a 30 mins meeting to distributed work equally among team members. The team agreed to have Meng Jienq to be the Person 1 who in chraged with the Environment and Day&Night requirements, Xin Yun to be the Person 2 who in charged with the Pokemons and Interaction requirements and Zhiwei to be the Person 3 who in charged with the Items and Nurse Joy requirements.	
Modify the class structure of environment and day&night in the game	UML diagram	11/09/2022	Meng Jienq Soh	DONE	12/09/2022		
Modify the class structure of pokemons and interactions in the game	UML diagram	11/09/2022	Xin Yun Leong	DONE	12/09/2022		
Modify the class structure of items and nurse joy in the game	UML diagram	11/09/2022	Zhiwei Fong	DONE	12/09/2022		
Modify the design rationale of environment and day&night in the game	Design rationale	13/09/2022	Meng Jienq Soh	DONE	16/09/2022		
Modify the design rationale of pokemons and interactions in the game	Design rationale	13/09/2022	Xin Yun Leong	DONE	16/09/2022		
Modify the design rationale of items and nurse joy in the game	Design rationale	13/09/2022	Zhiwei Fong	DONE	16/09/2022		
Modify sequence diagram	UML diagram	17/09/2022	EVERYONE	DONE	17/09/2022	interaction of feeding pokemon	
Code environment and day&night in the game	Code	17/09/2022	Meng Jienq Soh	DONE	23/09/2022		
Code pokemons and interactions in the game	Code	17/09/2022	Xin Yun Leong	DONE	23/09/2022		
Code items and nurse joy in the game	Code	17/09/2022	Zhiwei Fong	DONE	23/09/2022		
Code comment for environment and day&night in the game	Code comment	17/09/2022	Meng Jienq Soh	DONE	23/09/2022		
Code comment for pokemons and interactions in the game	Code comment	17/09/2022	Xin Yun Leong	DONE	23/09/2022		
Code comment for items and nurse joy in the game	Code comment	17/09/2022	Zhiwei Fong	DONE	23/09/2022		
Code review for all parts of the code	Code review	24/09/2022	EVERYONE	DONE	24/09/2022		
Finalise assignment 2	Discussion	25/09/2022	EVERYONE	DONE	27/09/2022	Merge all the parts together	