

Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes	
First meeeting discussion	Discussion	22/08/2022	EVERYONE	DONE	22/08/2022	We had a 1 hour meeting to read the assignment specifications together and 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.	
List out all positions, grounds and actors in the whole assignment	Brainstorm	23/08/2022	Meng Jienq Soh	DONE	23/08/2022		
List out all actions, capabilities and weapons in the whole assignment	Brainstorm	23/08/2022	Xin Yun Leong	DONE	23/08/2022		
List out all actors, items, and actions in the whole assignment	Brainstorm	23/08/2022	Zhiwei Fong	DONE	23/08/2022		
Design the class structure of environment and day&night in the game	UML diagram	23/08/2022	Meng Jienq Soh	DONE	02/09/2022		
Design the class structure of pokemons and interactions in the game	UML diagram	23/08/2022	Xin Yun Leong	DONE	02/09/2022		
Design the class structure of items and nurse joy in the game	UML diagram	23/08/2022	Zhiwei Fong	DONE	02/09/2022		
Write the design rationale of environment and day&night in the game	Design rationale	23/08/2022	Meng Jienq Soh	DONE	02/09/2022		
Write the design rationale of pokemons and interactions in the game	Design rationale	23/08/2022	Xin Yun Leong	DONE	02/09/2022		
Write the design rationale of items and nurse joy in the game	Design rationale	23/08/2022	Zhiwei Fong	DONE	02/09/2022		
Draw sequence diagram	UML diagram	27/08/2022	EVERYONE	DONE	02/09/2022	interaction of feeding pokemon	
Finalise assignment 1	Discussion	02/09/2022	EVERYONE	DONE	04/09/2022		