Epic		
DUN-3 Project planning		
DUN-5 Assumptions		
DUN-7 UML Diagram		
DUN-6 Initial tests		
~~DUN-9~~ Buildable Entities Test	DONE	JEE HO LEE
~~DUN-11~~ NewGameTest.java	DONE	NEERAJ MI...
~~DUN-10~~ Rare Collectible Entities Test	DONE	GIO KO
~~DUN-30~~ CharacterTest	DONE	MICHAEL E...
DUN-12 Initial code framework		
~~DUN-13~~ newGame	DONE	NEERAJ MI...
~~DUN-16~~ saveGame/loadGame/listGames	DONE	MICHAEL E...
~~DUN-17~~ tick	DONE	MICHAEL E...
~~DUN-18~~ interact	DONE	GIO KO
~~DUN-19~~ build	DONE	JEE HO LEE
DUN-15 Full testing implementation		
~~DUN-20~~ BuildableEntitiesTest	DONE	JEE HO LEE
~~DUN-21~~ CharactersTest	DONE	MICHAEL E...
~~DUN-22~~ InteractingWithObjectsTest	DONE	GIO KO
~~DUN-23~~ MercenaryTest	DONE	GIO KO
~~DUN-24~~ MercenaryMovementTest	DONE	GIO KO
~~DUN-25~~ MovingEntityTest	DONE	MICHAEL E...
~~DUN-27~~ HealthPotionTest	DONE	NEERAJ MI...
~~DUN-29~~ RareCollectibleEntityTest	DONE	GIO KO
~~DUN-31~~ NewGameExceptionsTests	DONE	NEERAJ MI...
DUN-32 Update UML Diagram		
~~DUN-33~~ BuildableEntity	DONE	JEE HO LEE
~~DUN-34~~ Dungeon Controller	DONE	JEE HO LEE
~~DUN-35~~ MovingEntity	DONE	GIO KO
~~DUN-36~~ Player	DONE	NEERAJ MI...
~~DUN-37~~ Collectable	DONE	NEERAJ MI...
~~DUN-38~~ StaticEntity	DONE	GIO KO
~~DUN-39~~ Item	DONE	MICHAEL E...
DUN-40 Coding Parts		
~~DUN-41~~ Mercenary Battle Radius	DONE	GIO KO
~~DUN-42~~ Health_potion implementation	DONE	NEERAJ MI...
~~DUN-43~~ Invincibility_potion implementa...	DONE	NEERAJ MI...
~~DUN-44~~ The One Ring implementation	DONE	GIO KO
~~DUN-45~~ Armour, Sword and ItemDrops	DONE	NEERAJ MI...
~~DUN-46~~ Item_pickup implementation	DONE	JEE HO LEE
~~DUN-48~~ Spider and Zombie Spawning	DONE	MICHAEL E...
~~DUN-49~~ EnemyInteraction implementat...	DONE	MICHAEL E...
~~DUN-52~~ Goals (Simple and Complex)	DONE	MICHAEL E...
~~DUN-54~~ Buildable Bow and Shield Imple...	DONE	JEE HO LEE
DUN-55 Refactoring Code + Unimplemented		
~~DUN-56~~ playerDamage, playerRecieve	DONE	MICHAEL E...
~~DUN-57~~ enemyDamage, enemyRecieve	DONE	MICHAEL E...
~~DUN-58~~ dungeon Constructor	DONE	JEE HO LEE
~~DUN-59~~ Redo-goals (implementing patte...	DONE	JEE HO LEE
DUN-60 abstract collision	TO DO	
~~DUN-61~~ Bomb implementation	DONE	GIO KO
~~DUN-62~~ Invisibility potion effects	DONE	NEERAJ MI...
~~DUN-63~~ invincibility potion effects	DONE	NEERAJ MI...
~~DUN-64~~ interact bug	DONE	MICHAEL E...
DUN-65 Milestone 3 Basic		
~~DUN-66~~ Assassin implem	DONE	MICHAEL E...
~~DUN-67~~ Hydrea implem	DONE	MICHAEL E...
~~DUN-68~~ AI pathing - Dijkstra's algo	DONE	MICHAEL E...
~~DUN-69~~ Swamp Tile	DONE	GIO KO
~~DUN-70~~ Sun_stone Entity	DONE	NEERAJ MI...
~~DUN-71~~ Anduril Entity	DONE	GIO KO
~~DUN-72~~ Sceptre Entity	DONE	JEE HO LEE
~~DUN-73~~ Midnight Armour Entity	DONE	JEE HO LEE
DUN-74 Milestone 3 - Extra feature tests		
DUN-75 Time_turner entity test	TO DO	
DUN-76 Time travelling portal test	TO DO	
DUN-77 Time travelling rules test	TO DO	
DUN-78 Dungeon builder test	TO DO	
DUN-79 Logic Switch - Light Bulb test	TO DO	
DUN-80 Logic Switch - Wire test	TO DO	
~~DUN-88~~ Sun Stone Test	DONE	
~~DUN-89~~ Anduril Tests	DONE	
~~DUN-90~~ Midnight Armour Tests	DONE	
~~DUN-91~~ Swamp Tile Tests	DONE	
~~DUN-92~~ Hydra Tests	DONE	
DUN-81 Milestone 3 - Extra features implementation		
DUN-82 time_turner entity	TO DO	
DUN-83 time travelling portal	IN PROGRESS	MICHAEL E...
DUN-84 time travelling rules	TO DO	
~~DUN-85~~ dungeon builder	DONE	JEE HO LEE
DUN-86 logic switch - light bulb	TO DO	GIO KO
DUN-87 logic switch - wire	TO DO	