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4	DUN-3 Project planning		DON Sprint 2: Cod DON Sprint 2: Coding DON Sprint 2:
4	DUN-5 Assumptions		
4	DUN-7 UML Diagram		
Y			
	DUN-9 Buildable Entities Test	DONE JEE HO LEE	
	DUN-11 NewGameTest.java	DONE NEERAJ MI	
	■ DUN-10 Rare Collectible Entities Test ■ DUN-30 CharacterTest	DONE GIO KO DONE MICHAEL E	
J [7]		DONE MICHAELE	
V 17			
	DUN-13 newGame	DONE NEERAJ MI	
	□ DUN-16 saveGame/loadGame/listGames	DONE MICHAELE	
	DUN-17 tick DUN-18 interact	DONE MICHAEL E	
	DUN-18 Interact DUN-19 build	DONE GIO KO	
		JOHE JEE HOLEE	
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	DUN-20 BuildableEntitiesTest	DONE JEE HO LEE	
	DUN-21 CharactersTest	DONE MICHAEL E	
	□ DUN-22 InteractingWithObjectsTest	DONE GIOKO	
	DUN-23 MercenaryTest	DONE GIOKO	
	■ DUN-24 MercenaryMovementTest ■ DUN-25 MovingEntityTest	DONE GIOKO	
	■ DUN-25 MovingEntityTest ■ DUN-27 HealthPotionTest	DONE MICHAEL E DONE NEERAJ MI	
	□ DUN-29 RareCollectibleEntityTest	DONE GIO KO	
	□ DUN-31 NewGameExceptionsTests	DONE NEERAJ MI	
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	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	
v [7	DUN-40 Coding Parts		
	■ DUN-41 Mercenary Battle Radius	DONE GIO KO	
	■ DUN-42 Health_potion implementation	DONE NEERAJ MI	
	■ DUN-43 Invincibility_potion implementation	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 implementation	DONE MICHAEL E	
	■ DUN-52 Goals (Simple and Complex)	DONE MICHAEL E	
	■ DUN-54 Buildable Bow and Shield Implement	DONE JEE HO LEE	