Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes	
First meeeting discussion of assignment	Discussion	31/03/2023	EVERYONE	DONE	31/03/2023	Had a meeting which lasted the applied session. We discussed different implementations of certain classes, the pros and cons and how it would fit in a UML diagram. Afterwards we agreed on what we thought was the best solution. We also created this contribution log to keep track of what we've done.	
Enemy UML Diagram.	UML diagram	31/03/2023	Glenn Kurniawan	DONE	15/04/2023		
Environment UML Diagram	UML diagram	31/03/2023	Abdus Sami	DONE	15/04/2023		
Trader and Runes UML Diagram	UML diagram	31/03/2023	Abdus Sami	DONE	31/03/2023		
Grace and game reset UML Diagram	UML diagram	07/04/2023	Glenn Kurniawan	DONE	03/04/2023	Also fixed up Enemy UML diagram in the process. Will have to collate the pdf documents into one later	
More enemies UML Diagram	UML diagram	07/04/2023	Abdus Sami	DONE	15/04/2023		
Design Rationale for REQ1 - Environmen	Design rationale	11/04/2023	Abdus Sami	DONE	15/04/2023		
Design Rationale for REQ2 - Traders and	Design rationale	15/04/2023	Abdus Sami	DONE	15/04/2023		
Design Rationale for REQ1 - Enemies, W	Design rationale	11/04/2023	Glenn Kurniawan	DONE	15/04/2023		
Design Rationale for REQ 3 - Flask of Crimson Tears, Site of Lost Grace, Game Reset, Rune drops	Design rationale	13/04/2023	Glenn Kurniawan	DONE	15/04/2023		