

## Work Breakdown Agreement

### Team 1

**Due date:** Due: Friday October 15th, 23:55

### Members:

Zixin Hao; Bryan Daverel; William Richie

## Assignment 3

Design O' Souls (Extended Edition)

### Bryan:

### Finish Requirement 4 except optional function: **Mimic / Chest**

1. Finish all requirements that from requirement1
2. (Following steps should run well)

- Open the Chest
- It drops the token of souls (pick it up)
- It attacks the Player (becomes Mimic)
- Mimic will follow & attack the player
- If killed, get 200 souls instantly
- Also drop token of souls (1,2 or 3)

Update the UML sequence diagram and class diagram for the whole requirement

### William:

### Finish Requirement 5 except optional function: **Trade Cinder of Lord**

3. Finish all requirements that from requirement1
4. (Following steps should run well)

- Go to Yhorm the Giant
- Fight until we can get the Cinder of Lord
- Bring back to Vendor and trade Yhorm the Giant's Cinder with its weapon

- Bring back to Vendor and trade Yhorm the Giant's Cinder with its weapon.
- Get Yhorm's weapon & use its skill(burn surrounding)
- Trade Aldrich the Devourer's cinder with DarkMoon Bow
- Attack undead from far way

Update the UML sequence diagram and class diagram for the whole requirement

## **Zixin:**

### **Finish Requirement 1: New Map & Fog Door**

1. Finish all requirements that from requirement1
2. (Following steps should run well)
  - Go to the new map (Anor Londo) through the Fog Door

### **Finish Requirement 2 except optional functions: Updated Bonfire**

5. Finish all requirements that from requirement1
6. (Following steps should run well)
  - Light a Bonfire
  - When Player is killed, the Player should be re-spawn at the last Bonfire that Player interacted with (Lights bonfire & Rest at bonfire)
  - Go back to the old map (Profane Capital)
  - Fall to the valley
  - Spawn at the second map
  - Walk again to the first map (via fog door), go to Firelink Shrine
  - Since we fit the another bonfire, that bonfire becomes accessible for a teleportation
  - Take a rest at Firelink Shrine
  - Fall again & should spawn at the Firelink Shrine.
  - Teleport using Firelink Shrine's Bonfire to Anor Londo, and test the fall again
  - The Player using FireLink Shrine's Bonfire to Anor Londo, and test the fall again.
  - The Player must spawn at second map, not at the first map.

### **Finish Requirement 3 except optional functions: Aldrich the Devourer (Lord of Cinder)**

1. Finish all requirements that from requirement1
2. (Following steps should run well)
  - Aldrich the Devourer can attack a Player that is within 3 squares away
  - Go to Aldrich the Devourer chamber and have a good fight
  - Take 3 steps away (by using diagonal steps), and see if Aldrich can still attack the Player from far away or not

- The boss will miss the attack after the player hiding behind the wall
- Fight until we can get Cinders of Lord and Souls

**Weapon:**

- **Implement the weapon Darkmoon Longbow(Bow)**
- Ranged weapon (passive skill)
- Critical hit (passive skill)

Update the UML sequence diagram and class diagram for the whole requirement

Signature:

(append the line "I accept this WBA" to the WBA)

I accept this WBA – Zixin

I accept this WBA: William Richie

I accept this WBA:

**README:**

1. Each team member, one at a time, must then:

- (a) pull the project (to get the latest version of the WBA)
- (b) append the line "I accept this WBA" to the WBA
- (c) commit the change (with a comment such as "Accepted the WBA")
- (d) push your commit to the server