

Work Breakdown Agreement

Team 1

Due date: Friday, September 24 at 11:55 PM

Members:

Zixin Hao; Bryan Daverel; William Richie

Implementation: First Iteration

Bryan: (contribution: 30%)

Finish functions mentioned on Assignment 1 specification requirements 4 and 7 specifications and optimize the coding

All specific tasks list here:

- Player runs away, Undead will follow the Player
- Spin-Spin-Spin (Giant Axe mechanic to farm Souls)
- Pickup Storm Ruler in Yhorm's Chamber
- Charge Storm Ruler (need 3 turns to be fully charged)
- Players cannot attack when charging Storm Ruler
- Players cannot drop his weapon
- Release Storm Ruler to Yhorm will get him stunned
- It drops Cinder of Lord(not the weapon,reference that video)
- Player gains 5000 souls
- Prints big & cool message ("LORD OF CINDER HAS FALLEN")
- Yhorm burns his surrounding (only dirt)
- Prints ("Yhorm goes Berserk" / "Rargh")

update supporting design documentation which is relative with our own responsible requirements

William: (contribution: 30%)

Finish functions mentioned on Assignment 1 specification about requirements 2 and 6 and optimize the coding

All specific tasks list here:

Reset Features:

- Skeletons and Yhorm go back to their original position
- Clear all Undead

Dying Features:

- Display prints big & cool message (YOU DIED)
- Player spawns at the Bonfire
- Player have 0 Souls
- A token of souls is available in the map
- Run reset features
- Try to retrieve that “token of souls” and gain back the lost souls

update supporting design documentation which is relative with our own responsible requirements

Zixin: (contribution: 40%)

Requirement1: finish all

* Drink Estus

Requirement2: finish all

Reset Features:

- 1 Refill Estus Flask (3/3)
- 2 Heal Player to Max HP

Requirement3: finish all

1. The Player has 0 souls at the start of the game.
2. When the Player **slays/kills enemies** (@see *Enemies*), the Player gains a certain number of souls from them.

Requirement4:

* When the Player kills Undead, the Player gains **50 souls**.

* Undead spawns in grave

* Undead and skeletons walk around

* Player can Attack one of the Undead

- * have a chance to double damage from Broadsword (60 Damage)
- * Player could fight a Skeleton
- * If Player manages to kill it for the first time, a skeleton has 50% chance to re-spawn at the same location (but only once)
- * Skeleton that can have a random weapon

Requirement5: finish all

- * Jump to the valley: the player receives a lot of damage
- * Other actors cannot step on it
- * Each cemetery has a **25% success rate** to spawn/create Undead

Requirement7: finish Broadsword and GiantAxe part

- * The Player can only bring one weapon at a time

Requirement8 (Vendor) : finish all

- * The souls can be traded to buy a new weapon and to upgrade the Player's attributes (stats) through a vendor.
- * When the Player buys a new weapon, the weapon in the current inventory will be automatically replaced with it.
- * Print an appropriate message when the transaction is successful or fails

update supporting design documentation which is relative with our own responsible requirements

Signature:

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

I accept this WBA - Zixin

I accept this WBA - Bryan Daverel

I accept this WBA – William Richie

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