

Work Breakdown Agreement

Team 1

Members:

Zixin Hao; Bryan Daverel; William Richie

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

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: - Bryan Daverel

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