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| **Work Breakdown Agreement** | |
| **Team 1**  **Members:**  Zixin Hao; Bryan Daverel; William Richie | **Due date:** Friday, September 24 at 11:55 PM |
| **Implementation**: First Iteration | |
| Zixin: Finish functions mentioned on Assignment specification requirements: 1, 3, 5, 8 specifications And optimize the coding.  Bryan:  Finish function mentioned on Assignment specification requirements 4 and 7 specifications and optimize the coding  William:  Finish function mentioned on Assignment specification requirements 2 and 6 specifications and optimize the coding | |
| Actually done:  **Zixin:**  Requirement1: all finished  Requirement2: all finished  **Reset Features:**  1 Refill Estus Flask (3/3)  4 Heal Player to Max HP  Requirement3: all finished  Requirement4: 4.1(Undead)-has finished except followAction+attackAction(together executed)  4.2(Skeleton) - has finished except followAction+attackAction(together executed)  \* Undead spawns in grave  \* Undead and skeletons walk around  \* Attack one of the Undead  \* Try to fight  \* Drink Estus  \* Double damage from Broadsword (60 Damage)  \* Fight a Skeleton  \* If Player managers to kill it for the first time, a skeleton has 50% chance to re-spawn at the same location (but only once)  \* Skeleton that has random weapon  Requirement5: all finished  \* Jump to the valley:  Player have 0 Souls  Requirement7: finish Broadsword and GiantAxe part  Requirement8: all finished | |
| Requirement 6 left  Part of Requirement 4 + 7 left | |
| 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