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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 | |
| 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 | |
| **Zixin:**  Requirement1: all finished  \* Drink Estus  Requirement2: all finished  **Reset Features:**  1 Refill Estus Flask (3/3)  4 Heal Player to Max HP  Requirement3: all finished   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)  \* 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 can have a random weapon  Requirement5: all finished  \* Jump to the valley: the player recieves 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）: all finished  \* 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 | |
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| 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