| **Work Breakdown Agreement** | |
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| **Team 1**  **Members:**  Zixin Hao; Bryan Daverel; William Richie | **Due date:** Tuesday, September 7 at 11:55 PM |
| Planning and Design: Design O’ Souls | |
| * List all Features and objects for this project --- Zixin Hao + Bryan Daverel * Class UML diagram + its rationale part --- Zixin Hao * Sequence UML diagram + its rationale for each diagram --- William + Bryan + Zixin   + Find complex features about Requirement 1 (Player and Estus Flask.) And draw its sequence diagram with the rationale -- Zixin   + Find complex features about Requirement 4 (Enemies) and draw its sequence diagram with the rationale -- Bryan   + Find complex features about Requirement 5 (Terrain) and draw its sequence diagram with the rationale -- Bryan   + Find complex features about Requirement 6 (Soft reset/Dying in the game) and draw its sequence diagram with the rationale -- Bryan   + Find complex features about Requirement 8 (Vendor) And draw its sequence diagram with the rationale -- Zixin   + Find complex features about Requirement 2 (Bonfire) And draw its sequence diagram with the rationale -- William   + Find complex features about Requirement 3 (Souls) And draw its sequence diagram with the rationale -- William   + Find complex features about Requirement 7 (Weapons) And draw its sequence diagram with the rationale -- William | |
| Signature:  (append the line “I accept this WBA” to the 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