

**FIT2099: Object Oriented Design and Implementation**

*Assignment 3:*

**Work Breakdown Agreement**

Hoang Phan

Josephine Leye

|  |  |  |  |
| --- | --- | --- | --- |
| **Deliverable** | **Producing** | **Reviewing** | **Due date** |
| Creating and enabling transportation to/from moon base | Hoang | Josie |  |
| Oxygen dispenser item, create oxygen tank action | Josie | Hoang |  |
| Space suit item and oxygen supply implementation (decrease each turn on the moon) | Josie | Hoang |  |
| Implementing Yugo Maxx & his exoskeleton invulnerability | Hoang | Josie |  |
| Implementing water pistol weapon, refill action, squirt water action and pool of water terrain | Hoang | Josie |  |
| Ending the game options |  |  |  |
| Recommended changes to the game engine | Hoang/Josie | Josie/Hoang |  |
| Updating the system design |  |  |  |
| Fixing issues from previous iteration (InsultAction) | Josie | Hoang |  |