

**FIT2099: Object Oriented Design and Implementation**

*Assignment 3:*

**Work Breakdown Agreement**

Hoang Phan

Josephine Leye

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