

# Work Breakdown Agreement (WBA)

Group Name: Pikachu

Members: Lim Jun Qing, Nicholas Loong

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# 1.0 Introduction

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Rogue-like games are games that is a free turn-based game with a strong focus on intricate gameplay and replayability, and an abstract world representation using ASCII-based display. Roguelike also allow players infinite time to make a move thus its gameplay is very slow paced in comparison with first person shooter games. ADOM, Angband, Rogue, Hack and Crawl are examples of roguelike games in the past.

The theme of the game implemented would be the user playing as a good guy who is invading the lair to stop the bad guy's evil plan. The game would be family-friendly by limiting violence in the game by knocking out, chasing away or capturing enemies instead of killing or destroying enemies.

During the process of implementing the game, Class Diagrams, Interaction Diagrams and a Design Rationale would be produced to show the overall design of the added functionalities. The designs produced would include the classes that exists in the added system, its roles and responsibilities, how the classes relate to and interact with the existing system and how the classes would interact to deliver the added functionalities.

## 2.0 Team Organisation

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Members details:

Name	Student ID	Authcate	Contact Details
Lim Jun Qing	30029937	jlim0069	Phone Number: +6018-2944929  Email: <a href="mailto:jlim0069@student.monash.edu">jlim0069@student.monash.edu</a>
Nicholas Loong Kah Fai	28327330	nloo0001	Phone Number: +6011-37060822  Email: <a href="mailto:nloo0001@student.monash.edu">nloo0001@student.monash.edu</a>

## 3.0 Data and Communication Tools

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Data Tool:

Data Tools	Objective
Monash GitLab repository	Managing and sharing files among team members

Communication Tool:

Communication Tools	Priority	Objective
Slack	Medium	Discuss any confusions or misinterpretations on the tasks allocated to the group member.
Group meeting	High	Divide tasks and discuss major problems faced by a group member as a team.

## 4.0 Task Allocations

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### 4.1 Assignment 1

Task / Name	Lim Jun Qing	Nicholas Loong
Work Breakdown Agreement		
Class Diagram		
Class Diagram Review		
Interaction Diagram		
Interaction Diagram Review		
Design Rationale		
Overall Review		

 Task Allocated

## 5.0 Project Timeline

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### 5.1 Assignment 1

- Develop additional class diagrams for the desired functionality of the game
- Produce interaction diagram that explains how the game system would function
- Produce a design rationale based on the additional functionalities to be implemented

Task and time managing table:

Task / Dates	10/4	11/4	12/4	13/4	14/4	15/4	16/4	17/4	18/4
Assignment Discussion	✓								
Work Breakdown Agreement	✓								
Class Diagrams		✓	✓	✓					
Interaction Diagrams					✓	✓	✓		
Design Rationale								✓	✓