**Work Breakdown Agreement (WBA)**

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| **Teammates** | **ID** | **Workload Given** | **Deadline** | **Team Agreement and Consent** | **WBA (%)** |
| Julian Lim Kah Chun | 30147980 | Implement Requirement 3 (Aldrich Boss class and Following) | 19/10/2021 | Julian Lim agrees to the WBA. | 25 % |
| Make UMLs for Requirement and also update old UMLs if any changes | 16/10/2021 |
| Make rationale for Requirement 3 while also updating old Rationale Requirements from Assignment 2 (Requirement 3 for enemies) | 17/10/2021 |
| Fix certain bugs given from feedback (Console), update old Requirements to better integrate with the new Requirements. | 14/10/2021 |
| Hoh Zheng Jie | 32238444 | Implement Requirement 1 (i.e. Fog door), 2 (i.e. Bonfire), 3 (Aldrich Weapon), 4 (i.e. Mimic and chest) and 5 (Cinder of lords). | 19/10/2021 | Hoh Zheng Jie agrees to the WBA. | 70 % |
| Produce rationale for requirement 4 and 5. | 19/10/2021 |
| Produce UML and a sequence diagram for Requirement 2 | 17/10/2021 |
| Fix all bugs regarding functionalities from A2 (e.g. Follow behaviour, Storm Ruler, Token of Souls etc) | 16/10/2021 |
| Pijar Bintang Tutuko | 32213123 | MIA | MIA | MIA | 5 |