

Work Breakdown Agreement Assignment 1

Group Members: Yee Lim, Josh Geng, Tawana Mbaya

Collaboration tasks : (Each team member will together on the following tasks)

- Work Breakdown Agreement To be completed by Wednesday 1/9
- Class diagrams (distinguish between existing classes and new classes with colours) Monday 6/9 Midnight
- Interaction diagrams (sequence diagrams or communication diagrams) Monday 6/9 Midnight
- A design rationale To be completed before Monday 6/9 Midnight

Individual Tasks

The design rationale will be split into 9 different categories required of Assignment 1.
Player and Estus Flask, Bonfire, Souls, Enemies, Yhorm the Giant, Terrains, Soft Reset/Dying in the game, Weapons and Vendor.

Yee Lim will be responsible for sections :

- Bonfire
- Souls
- Vendor

Josh Geng will be responsible for sections:

- Weapons
- Enemies
- Yhorm the Giant

Tawana Mbaya will be responsible for sections:

- Player & Estus flask
- Terrains
- Soft Reset/Dying in the game