

Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes
grounds class template (Cliff and Golden Fog Door)	REQ 1	10/05/2023	Joshua Lim Boon Hor	DONE	13/05/2023	
Cliff	REQ 1	13/05/2023	Lim Jun Yi	DONE	13/05/2023	
Golden Fog Door	REQ 1	14/05/2023	Liew Dong Xun	DONE	16/05/2023	
Other Maps	REQ 1	10/05/2023	Liew Dong Xun	DONE	11/05/2023	
New Grounds (Cage and Barrack)	REQ 2	11/05/2023	Lim Jun Yi	DONE	11/05/2023	
New enemies (Dog and Godrick Soldier)	REQ 2	11/05/2023	Liew Dong Xun	DONE	11/05/2023	
Golden Runes	REQ 3	11/05/2023	Joshua Lim Boon Hor	DONE	11/05/2023	
Godrick Weapons and Remembrance	REQ 3	11/05/2023	Joshua Lim Boon Hor	DONE	11/05/2023	
Finger Reader Enia	REQ 3	11/05/2023	Joshua Lim Boon Hor	DONE	11/05/2023	
Updated tradings items for the weapons, and added the weapons to sellaction'	REQ 3					
New role (Astrologer)	REQ 4	12/05/2023	Liew Dong Xun	DONE	12/05/2023	
Fixed Astrologer class - wrong parameters	REQ 4	14/05/2023	Liew Dong Xun	DONE	14/05/2023	
Summon Sign	REQ 4	12/05/2023	Liew Dong Xun	DONE	13/05/2023	
Ally	REQ 4	12/05/2023	Lim Jun Yi	DONE	13/05/2023	
Invader	REQ 4	12/05/2023	Lim Jun Yi	DONE	13/05/2023	
Fixed Ally and Invader - wrong constructor	REQ 4	17/05/2023	Lim Jun Yi	DONE	17/05/2023	
Fixing Ally and Invader - spawning with random chances to get the different class	REQ 4	17/05/2023	Lim Jun Yi	DONE	17/05/2023	
Fixed ally and invader - only despawn when player dies	REQ 4	16/05/2023	Liew Dong Xun	DONE	16/05/2023	
New ground, and 4 new enemies	REQ 5	17/05/2023	Liew Dong Xun	DONE	16/05/2023	ground = volcano (%) enemy = FireWorm(W), Charizard(V), Slug(I), Dragon(q)
Splitting map into 4 parts	REQ 5	17/05/2023	Lim Jun Yi	DONE	17/05/2023	
UML	REQ 1	17/05/2023	Liew Dong Xun	DONE	17/05/2023	<a href="https://docs.google.com/document/d/1c3HZ8simjPWwRy-k0vjnk1S81MEclVM9pPzercsOhw/edit?usp=sharing">https://docs.google.com/document/d/1c3HZ8simjPWwRy-k0vjnk1S81MEclVM9pPzercsOhw/edit?usp=sharing</a>
rationale	REQ 1	17/05/2023	Liew Dong Xun	DONE	18/05/2023	
UML	REQ 2	17/05/2023	Liew Dong Xun	DONE	17/05/2023	
rationale	REQ 2	17/05/2023	Liew Dong Xun	DONE	17/05/2023	
UML	REQ 3	17/05/2023	Joshua Lim Boon Hor	DONE	18/05/2023	^ combined with req1 rationale
rationale	REQ 3	17/05/2023	Joshua Lim Boon Hor	DONE		<a href="https://docs.google.com/document/d/1G6WQ3-cxU-Gb4GJy5SxNv0fxQEisgsiKW8NAXKq0_I4/edit?usp=sharing">https://docs.google.com/document/d/1G6WQ3-cxU-Gb4GJy5SxNv0fxQEisgsiKW8NAXKq0_I4/edit?usp=sharing</a>
UML	REQ 4	17/05/2023	Joshua Lim Boon Hor	DONE		
rationale	REQ 4	17/05/2023	Joshua Lim Boon Hor	DONE		<a href="https://docs.google.com/document/d/1nb12MRauZGE3GX_YqmhpM7RJwkI8UzIBIG0YglAOWvzA/edit?usp=sharing">https://docs.google.com/document/d/1nb12MRauZGE3GX_YqmhpM7RJwkI8UzIBIG0YglAOWvzA/edit?usp=sharing</a>
UML	REQ 5	17/05/2023	Lim Jun Yi	DONE	18/05/2023	

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rationale	REQ 5	18/05/2023	Lim Jun Yi	DONE	19/05/2023	<a href="https://docs.google.com/document/d/11UrwQOzcys5MOcFXd-yaX_1DjaZc8S2xTuoyfabdRrY/edit?usp=sharing">https://docs.google.com/document/d/11UrwQOzcys5MOcFXd-yaX_1DjaZc8S2xTuoyfabdRrY/edit?usp=sharing</a>