

9	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes
Environment classes	REQ 1	25/04/2023	Lim Jun Yi	DONE	29/04/2023	
Created and implemented enemy classes	REQ 1	27/04/2023	Liew Dong Xun	DONE	30/04/2023	
Created behaviours for enemies to use	REQ 1	29/04/2023	Liew Dong Xun	DONE	30/04/2023	
Fixing Enemy class, pilesOfBones, crabs, etc	REQ 1	30/04/2023	Lim Jun Yi	DONE	01/05/2023	
Fixing Enemy Following behaviour	REQ 1	30/04/2023	Lim Jun Yi	DONE	30/04/2023	
Despawen behaviour and enemies despwan	REQ 1	30/04/2023	Lim Jun Yi	DONE	30/04/2023	
Weapon classes	REQ 1	29/04/2023	Lim Jun Yi	DONE	30/04/2023	
Skill class(Action)/ AreaAttack(AOE)	REQ 1	01/05/2023	Lim Jun Yi	DONE	01/05/2023	Spinning Attack is AreaAttack, basically same thing as
Implement Trader classes	REQ 2	29/04/2023	Joshua Lim Boon Hor	DONE	1/5/2023	areaAttack that Giant crab is using
Created Rune Class	REQ 2	29/04/2023	Joshua Lim Boon Hor	DONE	1/5/2023	
Implemented transferring of runes from enemy to player and trader to player	REQ 2	30/04/2023	Liew Dong Xun	DONE	02/05/2023	
Created buyAction and SellAction to buy/sell weapons	REQ 2	25/04/2023	Liew Dong Xun	DONE	30/04/2023	
Created FlaskOfCrimsonTears and relevant classes for usage	REQ 3	30/04/2023	Liew Dong Xun	DONE	01/05/2023	
Implementing Resetttables, Reset Methods	REQ 3	02/05/2023	Liew Dong Xun	DONE	02/05/2023	
Player respawn	REQ 3	03/05/2023	Liew Dong Xun	DONE	03/05/2023	
Player respawn message	REQ 3	03/05/2023	Lim Jun Yi	DONE	03/05/2023	
Player drop runes when dead, recover runes, disappear runes	REQ 3	02/05/2023	Liew Dong Xun	DONE	03/05/2023	
Site of lost Graces implementation	REQ 3	02/05/2023	Lim Jun Yi	DONE	03/05/2023	
Implemented player classes	REQ 4	01/05/2023	Joshua Lim Boon Hor	DONE	01/05/2023	
Implemented a menu to choose player class, and create that player class	REQ 4	02/05/2023	Liew Dong Xun	DONE	02/05/2023	
Weapon/skills	REQ 4	30/04/2023	Joshua Lim Boon Hor	DONE	30/04/2023	
Weapon/skills (redo/fixing)	REQ 4	02/05/2023	Lim Jun Yi	DONE	02/05/2023	
east/west map	REQ 5	02/05/2023	Lim Jun Yi	DONE	02/05/2023	
Created and implemented new enemy classes	REQ 5	02/05/2023	Liew Dong Xun	DONE	02/05/2023	
weapons/Scimitar	REQ 5	01/05/2023	Joshua Lim Boon Hor	DONE	01/05/2023	
fix UML	REQ 1	02/05/2023	Liew Dong Xun	DONE	02/05/2023	https://docs.google.com/document/d/1x7MWAgIDGXqx3V0NCk4XX0O0BGY3qNYYDfVgvyX1NU/edit?usp=sharing
fix rationale	REQ 1	03/05/2023	Liew Dong Xun	DONE	03/05/2023	https://docs.google.com/document/d/1G6WQ3-cxU-Gb4GJv5SxNv0fxQEisgsIKW8NAXKq0_T4/edit?usp=sharing
fix UML	REQ 2	02/05/2023	Joshua Lim Boon Hor	DONE	02/05/2023	
fix rationale	REQ 2	02/05/2023	Joshua Lim Boon Hor	DONE	02/05/2023	
fix UML	REQ 3	03/05/2023	Lim Jun Yi	DONE	03/05/2023	

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fix rationale	REQ 3	03/05/2023	Lim Jun Yi	DONE	03/05/2023	https://docs.google.com/document/d/1EO3PdIIEXpQG7qYZB1cxbaOb9-6t0CABRcefUvmER6w/edit?usp=sharing
fix UML	REQ 4	02/05/2023	Joshua Lim Boon Hor	DONE	02/05/2023	
fix rationale	REQ 4	02/05/2023	Joshua Lim Boon Hor	DONE	02/05/2023	https://docs.google.com/document/d/1nb12MRauZGE3GXYqmhpM7RJwKl8UziBIG0YgIAOWvzA/edit?usp=sharing
fix UML	REQ 5	03/05/2023	Joshua Lim Boon Hor	DONE	03/05/2023	
fix rationale	REQ 5	03/05/2023	Joshua Lim Boon Hor	DONE	03/05/2023	https://docs.google.com/document/d/1hcl-i19NPx_iQ6r4DS-ap5N_j2MBkzfRclhX--Zgr1/edit?usp=sharing
seq diagram	REQ 1	03/05/2023	Joshua Lim Boon Hor	DONE	03/05/2023	
seq diagram	REQ 2	03/05/2023	Liew Dong Xun	DONE	03/05/2023	
seq diagram	REQ 3	03/05/2023	Liew Dong Xun	DONE	03/05/2023	
seq diagram	REQ 4	03/05/2023	Joshua Lim Boon Hor	DONE	03/05/2023	
seq diagram	REQ 5	03/05/2023	Lim Jun Yi	DONE	03/05/2023	
check javadoc	modifying/changes	02/05/2023	Everyone	DONE	03/05/2023	