

| Task/Contribution(~30 words) | Contribution type | Planning Date | Contributor | Status | Actual Completion Date | Extra notes | |
|---|-------------------|---------------|-------------|--------|------------------------|--|--|
| | | | | | | <p>We had a short meeting to introduce ourselves to each other, and have a brief look over the assignment details. We decided to split tasks in the assignment according to the recommendation in the Assignment 1 tab. Sam is Member 1, Isaac is Member 2, and Richard is Member 3.</p> <p>Requirement 1: Enemies: Team member 1 Environments: Team member 2</p> <p>Requirement 2: Trader: Team member 2 and Team member 3 Runes: Team member 1</p> <p>Requirement 3: Grace & Game Reset: Team member 1, Team member 2 and Team member 3</p> <p>Requirement 4: Classes: Team member 3</p> <p>Requirement 5: More Enemies: Team member 1, Team member 2 and Team member 3</p> | |
| First meeeting discussion | Discussion | 18/03/2023 | EVERYONE | DONE | 21/03/2023 | | |
| List out all enemies in the whole assignment | UML diagram | 21/03/2023 | Sam | DONE | 30/03/2023 | | |
| List out all enviroments in the whole assignment | UML diagram | 21/03/2023 | Isaac | DONE | 30/03/2023 | | |
| Find out the relation with trader in the whole assignment | Brainstorm | 21/03/2023 | Isaac | DONE | 05/04/2023 | | |
| Find out the relation with trader in the whole assignment | Brainstorm | 21/03/2023 | Richard | DONE | 05/04/2023 | | |
| Find out the relation with Runes in the whole assignment | Brainstorm | 21/03/2023 | Sam | DONE | 05/04/2023 | | |
| Meet on discord to discuss and work on Req.3 and 5 | Discussion | 01/04/2023 | EVERYONE | DONE | 07/04/2023 | | |
| Design the class structure of items in the game. REQ4 | UML diagram | 21/03/2023 | Richard | DONE | 14/04/2023 | | |
| Add new functions in REQ5 | UML diagram | 01/04/2023 | Isaac | DONE | 14/04/2023 | | |
| fill in dependency and assosciations in req 1 | UML diagram | 31/03/2023 | Sam | DONE | 13/04/2023 | | |
| Design rationale req 1 | Design rationale | 21/03/2023 | Sam | DONE | 12/04/2023 | | |
| Design rationale req 2 | Design rationale | 21/03/2023 | Sam | DONE | 14/04/2023 | | |
| Design rationale req 3 | Design rationale | 21/03/2023 | EVERYONE | DONE | 14/04/2023 | | |
| Design rationale req 4 | Design rationale | 21/03/2023 | Richard | DONE | 14/04/2023 | | |
| Design rationale req 5 | Design rationale | 21/03/2023 | Isaac | DONE | 14/04/2023 | | |