

Task/Contribution(~30 words)	Contribution type	Planning Date	Contributor	Status	Actual Completion Date	Extra notes	
Complete classes for enemies and behaviours	code		Sam	DONE	01/05/2023		
Req 1	code		Sam	DONE	03/05/2023		
Req 2	code		Sam	DONE	03/05/2023		
Req 2	Code review		Isaac	DONE	03/05/2023		
Req 3	code		Isaac	DONE	03/05/2023		
Req 3	Code review		Sam	DONE	03/05/2023		
Req 4	code		Richard	DONE	03/05/2023		
Req 4	Code review		Sam	DONE	03/05/2023		
Req 4	Code review		Isaac	DONE	03/05/2023		
Req 5 add new enemies, implement east and west side of map	code		Sam	DONE	03/05/2023		
Req 5 add scimitar	code		Isaac	DONE	03/05/2023		
UML diagram req 1	UML diagram		Isaac	DONE	03/05/2023		
UML diagram req 2	UML diagram		Sam	DONE	03/05/2023		
UML diagram req 3	UML diagram		Isaac	DONE	03/05/2023		
UML diagram req 4	UML diagram		EVERYONE	DONE	03/05/2023		
UML diagram req 5	UML diagram		Isaac	DONE	03/05/2023		
Sequence diagram req 1	UML diagram		Sam	DONE	03/05/2023		
Sequence diagram req 2	UML diagram		Isaac	DONE	03/05/2023		
Sequence diagram req 3	UML diagram		Isaac	DONE	03/05/2023		
Sequence diagram req 4	UML diagram		Richard	DONE	03/05/2023		
Sequence diagram req 5	UML diagram		EVERYONE	DONE	03/05/2023		
Design rationale req 1	Design rationale		Sam	DONE	03/05/2023		
Design rationale req 2	Design rationale		Sam	DONE	03/05/2023		
Design rationale req 3	Design rationale		Isaac	DONE	03/05/2023		
Design rationale req 4	Design rationale		Richard	DONE	03/05/2023		
Design rationale req 5	Design rationale		EVERYONE	DONE	03/05/2023		
Req 3 finish off the despawning of runes	code		Isaac	DONE	03/05/2023		
REQ 1,2,3 discuss implementation+ meeting	Brainstorm		EVERYONE	DONE	01/05/2023		
Req 3 how to continue on with RuneManager	Code review		EVERYONE	DONE	02/05/2023		