Work Breakdown Agreement for FIT2099 Assignment 1

Team 33 - Lab 13:

1. Ong Di Sheng (31109667)
2. Mark Gabriel Sta. Ana Manlangit (29350387)
3. Kennedy Tan Sing Ye (31108121)

We thus agree to work on FIT2099 Assignment 1 as outlined below.

No	Task	Assigned	Reviewer	Deadline
1	**Class Diagram**			
1.1	REQ 1 - Create subclasses representing the different stages of a Tree - Create GrowCapable and SpawnCapable interfaces that will implement grow and spawn abilities in the Tree's subclasses REQ 2 - Create a JumpAction class to handle jumping to high ground - Create a HighGroundType enumeration that represents the relevant high ground's type - Create a JumpableGround interface for grounds that are able to be jumped - Create a HighGroundManager class that keeps track of all the high grounds on the map	Mark Manlangit	Kennedy & Di Sheng	6/4/2022
1.2	REQ 3 - Extend Enemy Class to Goomba and Koopa REQ 4 - Create ConsumeAction class, Destructible interface and extend Items to Power Star and SuperMushroom	Kennedy Tan	Mark Manlangit & Di Sheng	6/4/2022
1.3	REQ 5 - Create a Tradable interface for items that are tradable to enable the trading process involved in TradeAction to be carried out efficiently - Create PickUpCoinAction class to pick up coin item and add the value of the coin to the balance in the Wallet REQ6 - Create a SpeakAction class to handle the	Ong Di Sheng	Kennedy & Mark Manlangit	6/4/2022

		monologue between the Speakable Toad and the Player			
1.4	REQ 7 - Create a ResetAction to handle to reset process by ensuring Resettable interface is implemented by everything that is resettable	Ong Di Sheng	Kennedy & Mark Manlangit	6/4/2022
2	**Sequence Diagram**				
2.1	JumpAction - If jump is successful, move the actor to the current high ground location and print a success message, otherwise deal damage to actor from the fall and display an unsuccessful message	Mark Manlangit	Kennedy & Di Sheng	9/4/2022
2.2	TradeAction - If transaction is successful, subtract balance from the Wallet and add item to the Player inventory according to the character entered by the user, otherwise error message will be shown	Ong Di Sheng	Kennedy & Mark Manlangit	9/4/2022
3	**Design Rationale**				
3.1	REQ 1&2 - Explain usage of classes/interfaces involved in the growth and spawning of the different stages of a Tree, as well as Jumping to high ground using SOLID principles	Mark Manlangit	Kennedy & Di Sheng	9/4/2022
3.2	REQ 3&4 - Explain usage of classes/interfaces involved in Enemies and Magical Items based on Solid Principles	Kennedy Tan	Di Sheng & Mark Manlangit	9/4/2022
3.3	REQ 5,6&7 - Explain the usage of classes/interfaces involved in Trading, Monologue and Reset process using SOLID principles	Ong Di Sheng	Kennedy & Mark Manlangit	9/4/2022

Signed by (type "I accept this WBA")

I, Ong Di Sheng accept this WBA
I, Kennedy Tan accept this WBA
I, Mark Manlangit accept this WBA

Work Breakdown Agreement for FIT2099 Assignment 2

Team 33 - Lab 13:

4. Ong Di Sheng (31109667)
5. Mark Gabriel Sta. Ana Manlangit (29350387)
6. Kennedy Tan Sing Ye (31108121)

We thus agree to work on FIT2099 Assignment 2 as outlined below.

No	Task	Assigned	Reviewer	Deadline
1	**Class Diagram**			
1.1	REQ 1 - Rework design by removing unnecessary TreeType class - Rework design by utilising abstract class inheritance over interfaces - Implement specific Tree functionality for Sprout, Sapling and Mature classes REQ 2 - Rework design by removing unnecessary HighGroundManager and HighGroundType classes - Rework design by utilising abstract class inheritance over interfaces - Create a HighGround abstract class that extends Ground class, which will handle the jump logic of a JumpAction - Implement extension of HighGround to concrete high ground classes (Wall, Tree) - Implement destruction logic in HighGround class for when actor consumes Power Star and walks through a high ground - Handle enemies not being able to enter Floor grounds	Mark Manlangit	Ong Di Sheng & Kennedy Tan	30/4/2022
1.2	REQ 3 - Added a DestroyAction extends from Action abstract class used for player to destroy Koopa's shell and return description in console REQ 4 - Added a ConsumableItemManager that has an array list of consumableList to store Items that implements Consumable interface.	Kennedy Tan	Ong Di Sheng & Mark Manlangit	30/4/2022
1.3	REQ 5 - Added an association between TradeAction class and Tradable interface so that the price of the item can be accessed using	Ong Di Sheng	Kennedy Tan & Mark Manlangit	30/4/2022

		getPrice() method that has been overridden in those Tradable item classes REQ 6 - Remove SpeakCapable interface since there is only 1 actor who is able to speak currently (Toad)			
1.4	REQ 7 - Added dependencies between those classes that implement Resettable and Status enum to check whether they should be reset in the current turn	Ong Di Sheng	Kennedy Tan & Mark Manlangit	30/4/2022
2	**Sequence Diagram**			
2.1	JumpAction - Update JumpAction sequence diagram to reflect the new changes in implementation	Mark Manlangit	Ong Di Sheng & Kennedy Tan	1/5/2022
2.2	TradeAction - Modify to use Tradable interface to reference the tradable items so that multiple checks on which item is being bought by the player can be removed	Ong Di Sheng	Kennedy Tan & Mark Manlangit	1/5/2022
3	**Design Rationale**			
3.1	REQ 1 & 2 - Explain the responsibilities and usage of the Tree class and its subtypes as well as the classes involved in high grounds and jumping	Mark Manlangit	Ong Di Sheng & Kennedy Tan	1/5/2022
3.2	REQ 3 & 4 - Explain the usage of classes/interfaces involved in Enemies and Magical Items using SOLID principles	Kennedy Tan	Ong Di Sheng & Mark Manlangit	1/5/2022
3.3	REQ 5, 6 & 7 - Explain the usage of classes/interfaces involved in Trading, Monologue and Reset process using SOLID principles	Ong Di Sheng	Kennedy & Mark Manlangit	1/5/2022

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