**Work Breakdown Agreement for FIT2099 Assignment 1**

Team 33 - Lab 13:

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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 monologue between the Speakable Toad and the Player | Ong Di Sheng | Kennedy & Mark Manlangit | 6/4/2022 |
| 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 |
| 2.3 | 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