

Final work allocation

Work allocation for M1:

Meeting minutes	Taehwan
UML	Taehwan (first draft) Qincheng and Zhibo (change some parts)
Assumption	Qincheng
Planning	Taehwan
User Story	Zhourui
Epic Story	Zheyao
UI design	Zhibo

Work allocation of M2:

Battle	Qincheng
Equipment	Qincheng
Entity spawn	Zhibo
Store	Zhourui (first draft) Qincheng (rewrite)
Converting (card to building, unequip to equip)	Zhibo
Loading (card, inventory, building)	Qincheng and Zhibo
Pick up item from path and use potion	Qincheng
Building and Card	Taehwan (first draft) Qincheng (rewrite battle part) Zhibo (rewrite enemy part)
Item	Zhourui (first draft) Qincheng (rewrite)
Enemy	Zhibo
Goal	Qincheng
Battle reward	Qincheng and Zhibo
Onload (building, item, card)	Zhibo
Frontend (UI and controller)	Qincheng
Test	Zheyao
Win and lose scene	Taehwan (first draft) Qincheng (modified)

Work allocation for M3:

Battle Scene	Qincheng (UI and controller) Zhibo (backend)
Battle (new Enemy added)	Qincheng
Equipment (new Item added)	Qincheng
Entity spawn (new Enemy added)	Zhibo
Store (sell)	Qincheng
Converting (unequip to equip)	Zhibo
Loading (inventory)	Zhibo
Academy	Qincheng
Item (new Item added)	Zhibo
Enemy (new Enemy added)	Zhibo
Goal (new Goal added)	Qincheng
Battle reward (new Enemy added)	Zhibo
Onload (new item)	Zhibo
Frontend (UI and controller)	Qincheng and Zhibo
Save and load game	Zhibo (backend) Qincheng (frontend)
Start menu	Qincheng
Exit menu	Qincheng
User Story fixed and supplemented	Zhourui
Assumption supplemented	Zhibo and Qincheng

UML supplemented	Taehwan
About scene	Zhourui (doc) Qincheng (frontend)
Confusing mode	Qincheng
BGM	Taehwan
World builder	Qincheng and Zhibo
Test	Zhibo and Qincheng