FIT2099 Assignment WBA Version 1.3
MA_Lab4Team1
Submit on:
Week 7 - Tuesday 7th September 2021 (Assignment 1)
Week 9 - Friday 24th September 2021 (Assignment 2)
Week 11 - Friday 15th October 2021 (Assignment 3)

Deliverables (Push to Gitlab and submit at Moodle)
Assignment 1
- Class diagram
- Interaction diagram
- Design rationale
- WBA
  (version 1.1)

Assignment 2
- Update class diagram, interaction diagram, and design rationale accordingly (version 1.2)
- Update WBA (version 1.2)
- Code (version 1.1)

Assignment 3
- Update class diagram and design rationale accordingly (version 1.3)
- Update WBA (version 1.3)
- Code (version 1.2)

General Requirements Distribution for Assignment 1 and 2:
Assignment 1
Lionie Annabella Wijaya
- Individual tasks: vendor
- Collaboration tasks: souls and terrains

Wai Liang Yeoh:
- Individual tasks: weapon
- Collaboration tasks: player and estus flask

Shen Ian Ching
- Individual tasks: Dying and Reset mechanism
- Collaboration tasks: Enemies

(Note: change in requirements previously agreed due to a member leaving, onwards we will not do requirements related to group of 3 members)

Assignment 2
Lionie Annabella Wijaya
- Individual tasks: Dying and reset mechanisms (Bonfire)
- Collaboration tasks: souls and terrains

Wai Liang Yeoh:
- Individual tasks: weapon and enemies
- Collaboration tasks: player and estus flask (200 maximum hit points as Group of 2)

Assignment 3
Structured mode is selected
Lionie Annabella Wijaya

● New Map & Fog Door, Updated Bonfire

Wai Liang Yeoh:
● Aldrich the Devourer (Lord of Cinder)

Collaboration:
● Mimic / Chest

Task Distribution and Deadlines:

Assignment 1
- Class diagram (Deadline: Saturday, 28 August 2021)
  Each member creates rough UML class diagrams. Team will compare and combine the diagrams into a single set.
- Design rationale (Deadline: Tuesday, 30 August 2021)
  All members discuss and justify design rationale together, each member will be assigned to write several parts of the design rationale based on the requirements distribution.
  - Vendor, souls, and terrains (Lionie Annabella Wijaya)
  - Weapon, player, and estus flask (Wai Liang Yeoh)
  - Dying and reset mechanism, and enemies (Shen Ian Ching)
- Interaction diagram (Deadline: Thursday, 2 September 2021)
  Each member creates one to two UML sequence diagrams.
  - Bonfire reset and soft reset (Lionie Annabella Wijaya)
  - Vendor interaction and soul collection (Wai Liang Yeoh)
  - Skeleton resurrects and spawning undeads in cemetery (Shen Ian Ching)
- Fixing and finalizing (Thursday, 2 September 2021 ~ Monday, 6 September 2021)
  Team continues to improve the deliverables after pushing the initial documents to GitLab.
- Pushing to GitLab (accordingly before submission deadline)
  - WBA (all members push to indicate agreement, Thursday 2 September 2021)
  - Class diagram (initial push: Thursday, 2 September 2021, final push: Monday, 6 September 2021)
  - Interaction diagram (initial push: Thursday, 2 September 2021, final push: Monday, 6 September 2021)
  - Design rationale (initial push: Thursday, 2 September 2021, final push: Monday, 6 September 2021)

Assignment 2
- All members to manage half of individual tasks and collaboration tasks if possible (Deadline: Friday, 17th September 2021 ~ Monday, 20 September 2021)
  If one of the members finishes earlier, help other team members on collaboration tasks.
  (50% Lionie, 50% Wai Liang)
- All member to complete all individual tasks and collaboration tasks (Deadline: Wednesday 23th September ~ Thursday 24th September)
  If one of the members finishes earlier, help other members on collaboration tasks.
  (50% Lionie, 50% Wai Liang)
- Update class diagram, interaction diagram, and design rationale (Deadline: Monday, 20 September 2021)
  (100% design rationale and 50% sequence diagram Lionie, 100% class diagram and 50% sequence diagram Wai Liang)

- Pushing to GitLab
  All members to push their parts from time to time at the agreed timeline (or earlier)
- Quality check
  All members to check work for each deliverables time to time and provide feedback to each other

Assignment 3
- All members to manage individual task *code, design rationale, and class diagram* (Deadline: Friday, 8th October 2021 ~ Sunday, 10th October 2021)
  If a member finishes their part, proceed to the collaboration task.
  (50% Lionie, 50% Wai Liang)
- All members to manage collaboration task *code, design rationale, and class diagram* (Deadline: Tuesday, 12th October 2021 ~ Thursday, 14th October 2021)
  (50% Lionie, 50% Wai Liang)
- Pushing to GitLab
  All members to push their parts from time to time at the agreed timeline (or earlier)
- Quality check
  All members to check work for each deliverables time to time and provide feedback to each other

Lionie Annabella Wijaya
I accept this WBA (version 1.3).

Yeoh Wai Liang
I accept this WBA (version 1.3).