Stan assassin recon radius 14 1 Completed Stan basic hydra movement? (seems like an in 14 1 Completed  Jordan merc and assassin stuck in swamp 14 2 Completed?  Jordan movement factor pathfinding 14 2 Completed?		Assigned To	Task	Priority Rating	Difficulty	Complete	Notes
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March   Displace			Battle	11		Completed	
March   Displace		Luis	Potion timers	11	1	Completed	Potion queue - next potion starts on the tick after the first potion ends
Solitable   Soli			Dungeon	11			
Soarinal   Boom Federateries		All	Redundant methods	11	1	Completed	
Soarinal   Boom Federateries		Jordy		11		·	
Stand				11			
Stanmal   Stan						· ·	It will be more efficient to do this when I am working on Hydra either today or tomorrow
Name				11		· ·	Ŭ , , ,
Usb						·	To be removed and replace with getEntities
Luis			• •				
Narry			-				
All						·	
All   Coverage checking   11   1   Competed		-					
Control Cont			·				
Stem Zumber tests 11 1 1 Completed Luis Sjoder feets 11 1 1 Completed Jordan More tests 11 1 1 Completed Jordan Jo		7 4				·	
Luis		Stan					
More tests							
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MILESTONE 3   Stan	Sunday					•	
Stan	Suriuay	INATICY	Durability tests	- ''	<u>'</u>	Completed	
Stan							
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Stan			MII FOTONE A				
Stan The Man'   Hydra		04		40	2	Connellated	
Nancy   Sun Stone   12   2   Completed	-						
Nancy							
Nancy Midnight Armour 12 1 5 Completed not a weapon  Jor-Dan Dijkstria's Algorithm 12 5 Completed 14 Completed 15 Completed 1						·	
Jor-Dan Dijkstra's Algorithm 12 5 Completed  Jor-Dan Swamp Tile 12 3 Completed  Thursday Bam Luis Persistence 12 5 Completed - hydra  Assigned To Task Priority Rating Difficulty Complete Notes  MILESTONE 3 REFACTORS Nancy UML Cardinalities 13 1 Completed Nancy Player and State Relationships UML 13 1 Completed Nancy Buildoalee Factory Pattern 13 2 Completed Nancy Buildoalee Factory Pattern 13 2 Completed Nancy Delete ty and catch block for exceptions 13 1 Completed Luis Seperating basic goals into strategies 13 2 Completed Luis Delete try and catch block for exceptions 13 1 Completed Luis return entity directly in EntityFactory 13 1 Completed Luis return entity directly in EntityFactory 13 1 Completed Test Person Nancy Nancy Equality Checks -> use equals not comp 13 1 Completed Test Person Nancy Equality Checks -> use equals not comp 13 1 Completed Test Person Nancy Equality Checks -> use equals not comp 13 1 Completed Test Person Nancy Person Nancy Person Nancy Nancy Person Nancy N			·			•	
Jor-Dan   Swamp Tile   12   3   Completed   12   5   Completed   12   5   Completed   13   5   Completed   14   15   Completed   15   15   Completed   15   15   Completed   1	-		-				not a weapon
Thursday 8am Luis Persistence 12 5 Completed -hydra  Assigned To Task Priority Rating Difficulty Complete Notes  MILESTONE 3 REFACTORS BOHANS COMMENTS UNL Cardinalities 13 1 Completed Nancy Player and State Relationships UNL 13 1 Completed Nancy Buildables Factory Pattern 13 2 Completed Unis Seperating basic goals into strategies 13 2 Completed Luis Seperating basic goals into strategies 13 2 Completed Luis Delete try and catch block for exceptions 13 1 Completed Everyone Equality Checks - use equals not. comp 13 1 Completed Luis Relate Potion tick to state instead of playe 13 1 Completed Luis Relate Potion tick to state instead of playe 13 1 Completed Luis Resassin - no refund 14 1 Completed Stan assassin recon radius 14 1 Completed Stan basic hydra movement? (seems like an in 14 1 Completed Jordan movement factor pathrinding 14 2 Completed?			•			·	
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		Jordan	merc and assassin stuck in swamp	14	2	Completed?	
Luis persistence illegalArgument fix 14 2 Completed		Jordan	movement factor pathfinding	14	2	Completed?	
		Luis	persistence illegalArgument fix	14	2	Completed	

	FRONT END				
Jordog	Changing text and image of main menu	15	1	Completed	
Stan	sprites for new items	15	1	Completed	
Luis	Render goals	15	2	Completed	
	EXTENSIONS				
Jordan	Random dungeon generation	16	3	Completed	
Stan	Logic Light Bulb	16	2	Completed	Basic implementation
Stan	Logic Door	16	2	Completed	Basic implementation
Stan	Logic Wire	16	2	Completed	Basic implementation
Nancy	Time Travel	16	3	Completed	Older self does not interact