

	Assigned To	Task	Priority Rating	Difficulty	Complete	Notes
		REFACTORS				
		Battle	11		Completed	
	Luis	Potion timers	11	1	Completed	Potion queue - next potion starts on the tick after the first potion ends
	Luis	Dungeon	11	1	Completed	
	All	Redundant methods	11	1	Completed	
	Jordy	Boulder and floor switch	11	1	Completed	
	Stanimal	Bomb if statements	11	1	Completed	
	Stan	Zombie movement refactor	11	1	Completed	It will be more efficient to do this when I am working on Hydra either today or tomorrow
	Stanimal	Bomb radius fix	11	1	Completed	
	Nancy	getEntityAtPosition	11	1	Completed	To be removed and replace with getEntities
	Luis	Complex - disjunction/or	11	1	Completed	
	Luis	Config	11	1	Completed	
	Nancy	durability	11	1	Completed	
	All	more testing	11	1	Completed	
	All	Coverage checking	11	1	Completed	
		Out of bounds error for potions in battle?	11	1	Completed	
	Stan	Zombie tests	11	1	Completed	
	Luis	Spider tests	11	1	Completed	
	Jordan	Merc tests	11	1	Completed	
	Nancy	Potion tests	11	1	Completed	
Sunday	Nancy	Durability tests	11	1	Completed	
		MILESTONE 3				
-	Stan	Assassin	12	3	Completed	
	Stan 'The Man'	Hydra	12	3	Completed	
	Nancy	Sun Stone	12	2	Completed	
	Nancy	Sceptre	12	2	Completed	
-	Nancy	Midnight Armour	12	1	Completed	not a weapon
	Jor-Dan	Dijkstra's Algorithm	12	5	Completed	
-	Jor-Dan	Swamp Tile	12	3	Completed	
Thursday 8am	Luis	Persistence	12	5	Completed	- hydra
	Assigned To	Task	Priority Rating	Difficulty	Complete	Notes
		MILESTONE 3 REFACTORS				
		BOHANS COMMENTS				
	Nancy	UML Cardinalities	13	1	Completed	
	Nancy	Player and State Relationships UML	13	1	Completed	
	Nancy	Buildables Factory Pattern	13	2	Completed	
	Jordan	Manage Interaction Logic in entities	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	return entity directly in EntityFactory	13	1	Completed	
	Luis	Relate Potion tick to state instead of playe	13	1	Completed	
		TEST ERRORS				
	Stan	bribe assassin - no refund	14	1	Completed	I tested this further and it seems to have been implemented correctly originally. Made forum post, sorry
	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?	
	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