

COMP2511 – Planning documentation

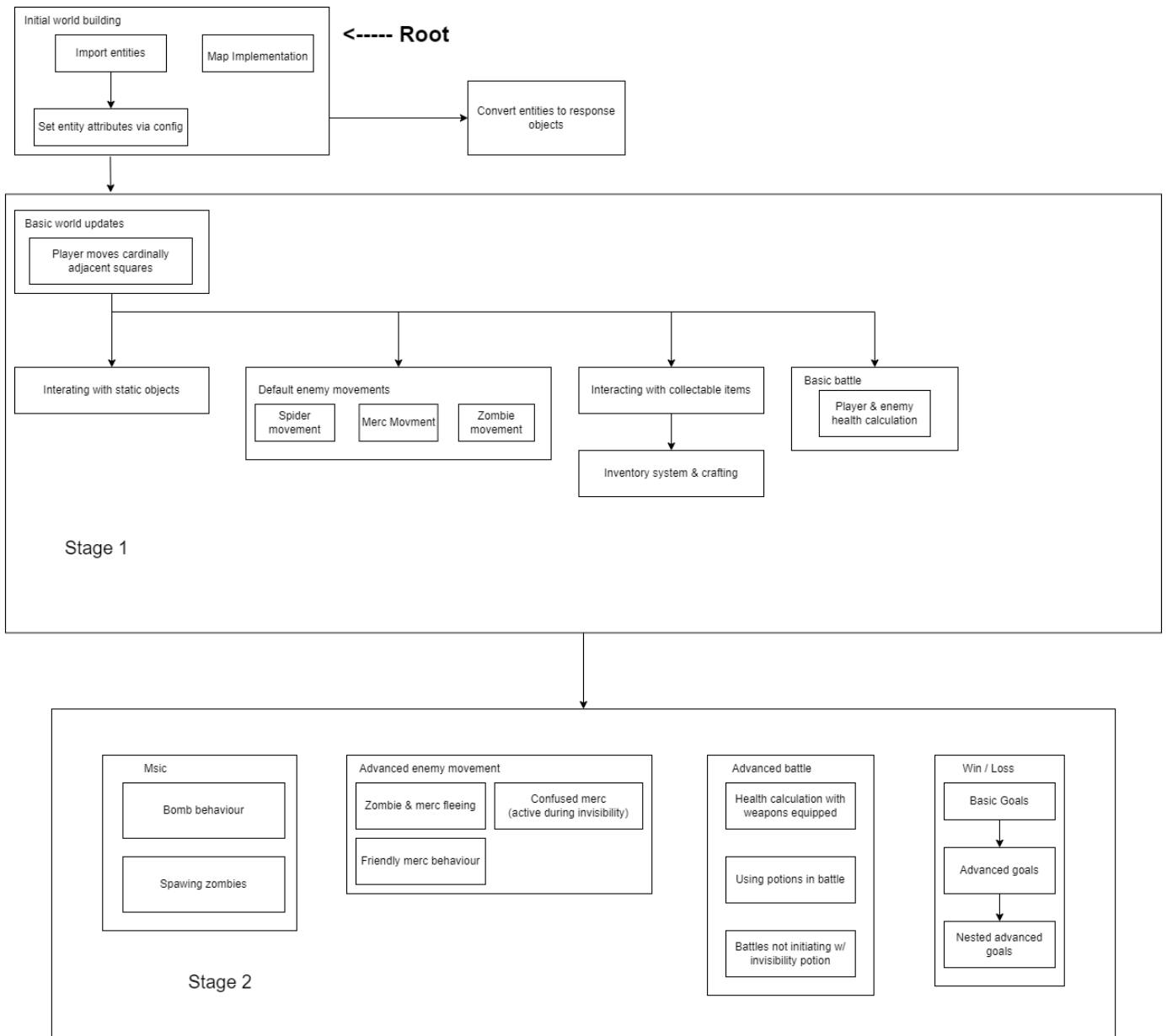
1. Rough sketch of tasks

- Setup
 - File Creation
 - Function Stubbing
 - World Building
 - Config parsing
 - Map implementation
- Stage 1
 - Player
 - Player movement & interactions
 - Player inventory
 - Collecting items
 - Dropping items
 - Crafting items
 - Characters
 - Character movement
 - Spider (circular movement)
 - Hostile merc (seeker movement)
 - Zombie toast (confused movement)
 - Basic battle behaviour
 - Health calculation
 - Logging battles and rounds
 - Implementation of interactable entities
 - Entities interacted directly by player
 - Door
 - Portal
 - Boulder
 - Exit
 - Entities interacted indirectly by player
 - Switch
- Stage 2
 - Character & interactable
 - Spawning zombie toast & spiders
 - Bribery
 - Destruction of zombie toast spawner
 - Bomb explosion
 - Mercenary gets confused when player uses invisible potion
 - Zombie toast & Mercenary fleeing when player uses invincible potion
 - Battles
 - Health calculation when using weapon
 - Behaviours when using potions
 - Win Strat
 - Determines completion of dungeon

Note: Stage 1 and 2 is a way for our team to split up the milestone into smaller subsets for easier management.

2. Task dependency graph

Note: The dependency graph will not be too detailed as we do not want the development process to be too restrictive and waterfall-like.



3. Actual tasks

- Refer to our group's task board
- General outline:
 - Tasks are divided based on task type, development type and progress
 - Task types:
 - Tracker
 - Interactable
 - Battles
 - Player
 - Character
 - Inventory
 - Development types:
 - Development
 - Testing
 - Progress
 - Working on it
 - Finished
 - Where each member of the team would move tasks to different list based on their current progress
 - Example:

