**WBA**

Aobo:

* Implement class Give
* Implement class Skill List
* Implement class attitude
* Implement Disposition??
* Modified Grunt class
* Implement class Doctor Maybe
* Implement the[talk] and [exchange rocket plan] features to Q

Meiya:

* Implement class Wandering Behaviour
* Implement class Q (implement wandering behaviour only)
* Implement class Ninja
* Implement class Throw
* Implement class Goon
* Implement class Stun Powder
* Implement Throwable interface
* Create newActor class and newPlayer class for implementing the “stun” features

Zac:

* Implement class Key
* Implement class Rocket
* Implement class Rocket engine
* Implement class rocket plans
* Implement class rocket body
* Implement class rocket pad
* Implement door
* Implement drop key functions to enemy
* Everyone:
  + modify the design rationale/ diagrams
  + adding bonus points features (if have time)
  + proper java doc / documentation
  + review other’s work