

FIT2099 WBA Group 3

Philip

Task 1

- Tree spawning
- Tree maturing
- Spawn Goomba (relies on Amogha Task 3)

Task 2

- Coding in success and fall damage rates
- Work with Amogha and Ollie to modify player class

Amogha

Task 3

- Implement enemies (Goomba and Koopa)
- Work on a chance class for their behaviour
- Work on their interactions with the player

Task 4

- Add in both power star and super mushroom
- Get instantiated when the player is created, so consider this
- Has a link to the player, so work with Ollie and Phil

Ollie

Task 5

- Player wallet
- Implement toad and add an action for player to speak to toad
- Actions for the user to purchase items and have them reduce wallet and get added to the inventory
- Error if wallet value is insufficient

Task 6

- Add in the monologue lines when the user interacts with toad
- Reduce possible line based on what the user is holding in their inventory

Everyone

Task 7

- Set reset for
  - Coins
  - Player
  - Items

- Map items

Review all tasks together

Signing

I agree - Philip Ooi (17/04/2022)

I agree - Ollie Hiscoke (17/04/2022)

I agree - Amogha Raviprasad (17/04/2022)