

Timeline

Week 5

Objectives:

- Familiarise with assignment code
 - Ideate for attributes and methods
- Finish the first draft of UML
 - Define classes and relations
 - Draft attributes and methods
- Document assumptions
- Determine meeting times

Week 6

Objectives:

- Recommended to submit Milestone 1 for feedback
- Incorporate feedback into second draft of UML
- Write unit and integration tests
- Allocate roles for each member

Week 7

Objectives:

- Add docstrings and comments to each function
- Add to assumptions.md
- Update UML when adding more attributes or functions
- Add more tests to test for coverage

Sam

- Finish the functions for the game map

Vincent

- Implement the player class
 - Interactions between mercenary and player
- Implement the moving entity class

Philip

- Add functionality for battles

- Write code for the collectable entities class
 - Building bow and shield
- Create an inventory

Terrance

- Create the goals for the game

Gordon

- Implement the static entity class
 - Interactions with zombie toast spawner and player

Week 8

Milestone 1+2 due Monday 10am