

Timeline

	Objectives for Everyone	Specific Objectives for Each Person
Week 5	<ul style="list-style-type: none"> • Familiarise with assignment code by reading the spec <ul style="list-style-type: none"> ◦ Ideate for attributes and methods • Finish the first draft of UML diagram <ul style="list-style-type: none"> ◦ Define classes and relations ◦ Draft attributes and methods • Document assumptions found in assumptions.md • Determine meeting times 	
Week 6	<ul style="list-style-type: none"> • Submit Milestone 1 draft of UML diagram for feedback • Incorporate feedback into second draft of UML diagram • Allocate roles at the feature level for each member 	<p><u>Sam</u></p> <ul style="list-style-type: none"> • Create tests for loading and saving game <p><u>Vincent</u></p> <ul style="list-style-type: none"> • Create tests for the player and the moving entities <p><u>Philip</u></p> <ul style="list-style-type: none"> • Create tests for battling, collectable entities and buildable entities <p><u>Terrance</u></p> <ul style="list-style-type: none"> • Create tests for the goals <p><u>Gordon</u></p> <ul style="list-style-type: none"> • Create tests for the static entities and buildable entities

Week 7

- Add docstrings and comments to each function where its required
- Add to assumptions to assumptions.md
- Update UML diagram when adding more attributes or functions and complete it by Sunday
- Add more tests to test coverage and different cases for each entity and interactions

Sam

- Finish the code relating to the game map
 - Loading game
 - Saving game
 - Converting from JSON to the map

Vincent

- Implement the player class
 - Interactions between mercenary and player
 - Player movement
 - Boulder interactions
 - Portal interactions
- Implement the code for the moving entities
 - Spider movement
 - Mercenary behaviour such as ally
 - Zombie toast movement

Philip

- Add functionality for battles between enemies
- Write code for the collectable entities
 - Arrow, bomb, armour, shield, potions, one ring, sword, treasure, wood, key

Week 7

- Create an inventory to store the collectable entities
- Write code for buildable entities
 - Bow and shield

Terrance

- Create the goals for the game
- Write code for the collectable entities
 - Building bow and shield
 - Arrow, bomb, armour, shield, potions, one ring, sword, treasure, wood, key

Gordon

- Implement the static entity class
 - Interactions with zombie toast spawner and player
- Write code for buildable entities
 - Bow and shield

Week 8	<ul style="list-style-type: none"> • Refactor code to improve design • Adjust UML diagram for refactored code • Add more assumptions if found 	
Week 9	<ul style="list-style-type: none"> • Update UML diagram to adjust for refactored code and new entities added • Use unit tests to adjust and add tests to cover more cases • Add more tests for the new entities • Add more assumptions to assumptions.md • Add docstrings and comments to refactored and new code 	<p><u>Sam</u></p> <ul style="list-style-type: none"> • Implement time travelling mechanism • Refactor the game map by moving front end related entities into a different class • Add swamp tile as a static entity <p><u>Vincent</u></p> <ul style="list-style-type: none"> • Refactor pushing of the boulder and checking static entities on the map • Refactor the player class so that it has less code • Create the pathfinding algorithm • Write code for randomised dungeon generator algorithm • Add new moving entities <ul style="list-style-type: none"> ○ Assassin and hydra <p><u>Philip</u></p> <ul style="list-style-type: none"> • Refactor the inventory and potions classes • Refactor collectable entities class <ul style="list-style-type: none"> ○ Removing or adjusting design • Add the new collectable entities <ul style="list-style-type: none"> ○ Sun stone, anduril, sceptre and midnight armour <p><u>Terrance</u></p> <ul style="list-style-type: none"> • Refactor goals • Create the functionality for light bulbs and wires and add tests <p><u>Gordon</u></p>

		<ul style="list-style-type: none">• Create the animations for player, boulder, moving entities and health bar• Add frontend customisations
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