**FIT2099 – ASSIGNMENT 1 WBA**

Preface regarding absentee teammate

I first reached out to my teammate via their provided email address on 29/04, sent one email on each following day, and received a reply on 02/05. My teammate confirmed on that date that they have withdrawn from this unit. I have exported that email conversation as a PDF file named “Monash University Mail - FIT2099 Assignment partner” and will push it to GIT alongside this WBA.

As per the forum post made under unit announcements on 01/05, I am to make a WBA assigning a fair half of the project work to myself, then proceed until my teammate replies. Since my teammate has already replied, but won’t be contributing to an assignment for a unit they are no longer enrolled in, it would be pointless to email the WBA to them.

Instead, I will nominate a fair portion of the project which I will aim to complete within the due date, and if there is time left over before then, I will also try to complete the remainder on my own.

WBA content

The design requirements are divided into several segments: Zombie Attacks, Beating up the Zombies, Crafting Weapons, Rising from the Dead and Farmers and Food.

These requirements appear divisible into two categories: requirements focused primarily on modifying Zombie behavior, abilities, and properties, and those focused primarily on modifying Human behavior, abilities, and properties.

Zombie Attacks and Beating up the Zombies are the two Zombie-focused segments. While there are only two segments in this category, there are more tasks per segment, which I think evens out the workload

I will complete all tasks listed in Zombie Attacks and Beating up the Zombies as a fair half of the project before the due date.

If time permits before the due date, I will also try to complete the remaining tasks in the Human-focused category.

I agree to this WBA – Paul McIntosh