

FIT2099

Assignment 1: Planning and Design

UML Class Diagrams: Made by Kai Yi, Shariq Nadeem Malik, Yan Hao. Reviewed by all three members

UML Sequence Diagrams:

- Player and Estus Flask, Souls, terrains, and Enemies: Made by all three members and reviewed by all three.
- Dying and Reset mechanism(Bonfire): made by Kai Yi, reviewed by Shariq, Yan Hao
- Weapon: skills mechanism: made by Yan Hao, reviewed by Kai Yi, Shariq
- Vendor: buy and sell mechanism: made by Shariq Nadeem, reviewed by Kai Yi and Yan Hao

Design Rationale: Made by Kai Yi ,Yan Hao, and Shariq Nadeem Malik

I accept the WBA --- Shariq Nadeem Malik

I accept the WBA --- Lee Kai Yi

I accept the WBA --- Tan Yan Hao