

Work Breakdown Agreement

Name: Lim Kah Xuan, Tew Shu Rui

Due Date	Tasks
28/4/19	Read and understand the assignment specifications, think of changes in design.
29/4/19	Shu Rui <ul style="list-style-type: none"> - Complete coding Enemy, Goon, InsultBehaviour, Ninja class - Refactor Grunt to inherit Enemy Kah Xuan <ul style="list-style-type: none"> - Complete coding Door, OpenDoorAction, Q, TalkAction class
30/4/19	Shu Rui <ul style="list-style-type: none"> - Complete coding DrMaybe, StunAction, StunnedPlayer class Kah Xuan <ul style="list-style-type: none"> - Complete coding GivePlansAction, BuildRocketAction, RocketPad class
1/5/19	Shu Rui <ul style="list-style-type: none"> - Document Enemy, Goon, InsultBehaviour, Ninja, DrMaybe, StunAction, StunnedPlayer class Kah Xuan <ul style="list-style-type: none"> - Document classes not mentioned above
2/5/19	Review codes written by each other.
3/5/19	Shu Rui <ul style="list-style-type: none"> - Document changes for “New Enemy: Ninja” and “Q” Kah Xuan <ul style="list-style-type: none"> - Document changes for “Doors and Keys” and “Building a Rocket”
4/5/19	Shu Rui <ul style="list-style-type: none"> - Review Kah Xuan’s documentations. Kah Xuan <ul style="list-style-type: none"> - Review Shu Rui’s documentations.
5/5/19	Brainstorm extra features to add.
6/5/19	Code classes required to implement the extra features.
7/5/19	Review codes written by each other for the extra features.
9/5/19	Final checking