

Work Breakdown Agreement

Name: Lim Kah Xuan, Tew Shu Rui

Due Date	Tasks
15/4/19	Read and understand the assignment specifications, think of changes in design. Discuss how to implement new requirements and breakdown of tasks.
17/4/19	Shu Rui <ul style="list-style-type: none"> - Complete implementation of spacesuit and oxygen tanks Kah Xuan <ul style="list-style-type: none"> - Complete implementation of going to moon
19/4/19	Shu Rui <ul style="list-style-type: none"> - Complete implementation of ending the game Kah Xuan <ul style="list-style-type: none"> - Complete implementation of Yugo Maxx
21/5/19	Shu Rui <ul style="list-style-type: none"> - Review Kah Xuan's code. Kah Xuan <ul style="list-style-type: none"> - Review Shu Rui's code.
23/5/19	Shu Rui <ul style="list-style-type: none"> - Document classes related to the implementation of spacesuit and oxygen tanks and ending the game Kah Xuan <ul style="list-style-type: none"> - Document classes related to the implementation of going to moon and Yugo Maxx
25/5/19	Shu Rui <ul style="list-style-type: none"> - Document changes for GameWorld, BuildRocketAction and RocketPad Kah Xuan <ul style="list-style-type: none"> - Document changes for Enemy, StunAction and WanderBehaviour
26/5/19	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.
27/5/19	Shu Rui <ul style="list-style-type: none"> - Complete Javadoc for classes related to the implementation of spacesuit and oxygen tanks and ending the game Kah Xuan <ul style="list-style-type: none"> - Complete Javadoc for classes related to the implementation of going to moon and Yugo Maxx

28/5/19	Shu Rui <ul style="list-style-type: none"> - Complete implementation of potions and gauntlets Kah Xuan <ul style="list-style-type: none"> - Complete implementation of potion shop and coins
29/5/19	Shu Rui <ul style="list-style-type: none"> - Document classes related to the implementation of potions and gauntlets - Complete Javadoc for classes related to the implementation of potions and gauntlets Kah Xuan <ul style="list-style-type: none"> - Document classes related to the implementation of potion shop and coins - Complete Javadoc for classes related to the implementation of potions and gauntlets
30/5/19	Shu Rui <ul style="list-style-type: none"> - Review Kah Xuan's code and documentations for bonus feature. Kah Xuan <ul style="list-style-type: none"> - Review Shu Rui's code and documentations for bonus feature.
31/5/19	Checks all documents and game program