

Time	Tasks to Complete
Week 5	<ul style="list-style-type: none"> - UML diagram(Everyone) - Creating skeleton for implementation(Walten) - Creation and appending of Timeline(William) - Assumptions.md: Bill - Reviewing UML: Edward and Steven
Week 6	<ul style="list-style-type: none"> - Update UML for Milestone 2(Everyone except Bill) - Update Skeleton for M2(Walten) - Append Timeline(William) - Write tests for items(William) - Implement Items(William) - Write tests for and implementing Observer(Edward) - Write Tests/Implementing Mob movement(Walten) - Write Tests/Implementing Static Entities(Steven) - Writing Tests/Implementing new,load,save game(Bill)
Week 7	<ul style="list-style-type: none"> - Implementing DungeonManiaController.build and testing(William) - DungeonManiaController.tick and DungeonManiaController.interact Implementation and tests(everyone) - Implementing Static Entities(Steven) - Write Tests/Implementing Mob movement(Walten) - Write tests for and implementing Observer(Edward) - Writing Tests/Implementing new,load,save game(Bill) - Updating assumptions.md(everyone)
Week 8	<ul style="list-style-type: none"> - Implementing Goals and Testing(William) - Updating UML diagram(William) - Fixing new/load/save game(Bill) - Finishing Observers for exit and boulders implementation(Edward) - Finishing movement implementation(Walten) - Finish implementing Bomb explosion

	and Portal Teleport(Stevens).
Week 9	<ul style="list-style-type: none"> - Finish all remaining Milestone 2 features(Everyone) - Milestone 3 Enemies + Pathfinding(Walten + others should they finish with their work early). - New Item/Entity(William + others should they finish their work early.) - Update UML diagram to reflect new design features and Milestone 3(Everyone) - Add further testing such that coverage reaches 85%(Everyone)