Work Breakdown Agreement (WBA)

Student	Deliverable	Review	Date(Deliverable)	Date(Review)
Tan Hong Yi	Deliverable covered: 40% - New UML diagrams - Requirement 2: Bonfire - Requirement 3 (TokenOfSouls replaced Souls class by Afrida) - Requirement 4 (burn dirt functionality by Yhorm) - Requirement 5 (Valley deals damage) - Requirement 6: Soft Reset - Update design rationale (Requirement 2,3,6)	- My own assigned tasks requirement 2, 6 - Requirement 3 - Requirement 4 (Yhorm The Giant) - Requirement 5	26th September 2021	27th September 2021
Lee Jia Yi	Deliverable covered: 35% - Requirement 1: Player and Estus Flask - Requirement 4: Enemies - Requirement 5: Terrains - Requirement 7: Weapons (Passive Skill) - Update design rationale (Requirement 1, 4, 5,7 and and Sequence diagram 1)	- Requirement 1 - Requirement 4 (Undead and Skeleton)	26th September 2021	27th September 2021
Afrida Jahin	Deliverable covered: 25% - Requirement 3: Souls (Replacements made by Hong Yi for ground implementation) - Requirement 7: Weapons (Active skills) - Requirement 8: Vendor - Update design rationale (Requirement 7,8 and Sequence diagram 2)	- Requirement 7(Active skills and weapon classes) - Requirement 8 - Requirement 3 (Token spawn in map) - Requirement 4 (burning dirt on map)	26th September 2021	27th September 2021

Tan Hong Yi

Tan Hong Yi: I accept this WBA

Lee Jia Yi

Lee Jia Yi: I accept this WBA

Afrida Jahin

Afrida Jahin: I accept this WBA