**Kerangka Pembagian Peran dan Log Activity**

# Pembagian Peran

## Deskripsi secara Umum

* 1. Deskripsi rinci tanggung jawab

| **Kelas** | **File** | **Boleh diisi lebih dari Satu** | | |
| --- | --- | --- | --- | --- |
| **Designer** | **Koder** | **Tester** |
| Entity | Entity.java |  |  |  |
| PlayerEntity | PlayerEntity.java |  |  |  |
| EnemyEntity | EnemyEntity.java |  |  |  |
| ItemEntity | ItemEntity.java |  |  |  |
| Consumables | Consumables.java |  |  |  |
| Potion | Potion.java |  |  |  |
| EnemyGenerator | EnemyGenerator.java |  |  |  |
| Enemy | Enemy.java |  |  |  |
| Slime | Slime.java |  |  |  |
| Skeleton | Skeleton.java |  |  |  |
| Minotaur | Minotaur.java |  |  |  |
| Goblin | Goblin.java |  |  |  |
| Player | Player.java |  |  |  |
| Warrior | Warrior.java |  |  |  |
| Berserker | Berserker.java |  |  |  |
| Paladin | Paladin.java |  |  |  |
| Ninja | Ninja.java |  |  |  |
| GameController | GameController.java |  |  |  |
| MapController | MapController.java |  |  |  |
| PlayerController | PlayerController.java |  |  |  |
| EnemyController | EnemyController.java |  |  |  |
| BattleController | BattleController.java |  |  |  |
| PlayerBattleController | PlayerBattleController.java |  |  |  |
| EnemyBattleController | EnemyBattleController.java |  |  |  |
| GuiUpdateController | GuiUpdateController.java |  |  |  |
| EncounterListener | EncounterListener.java |  |  |  |
| MapChangeListener | MapChangeListener.java |  |  |  |
| Cell | Cell.java |  |  |  |
| Map | Map.java |  |  |  |
| Terrain | Terrain.java |  |  |  |
| TransferPoint | TransferPoint.java |  |  |  |
| BattleButton | BattleButton.java |  |  |  |
| BattleButtonInterface | BattleButtonInterface.java |  |  |  |
| BattleInterface | BattleInterface.java |  |  |  |
| BattleView | BattleView.java |  |  |  |
| EnemyStatsInterface | EnemyStatsInterface.java |  |  |  |
| GameInterface | GameInterface.java |  |  |  |
| MapInterface | MapInterface.java |  |  |  |
| StatsInterface | StatsInterface.java |  |  |  |
| Game | Game.java |  |  |  |

## Dokumentasi

| **Elemen Dokumentasi** | **Penanggung Jawab** | **Writer** | **Reviewer** |
| --- | --- | --- | --- |
| Unit Test | Adrian M N | Alif, Mikhael, Vincent, Adrian | Adrian M N |
| Kualitas Kode (CheckStyle) |  |  |  |
| Dokumentasi Rinci (JavaDocs) |  |  |  |
| Pengukuran Metriks (JDepend) |  |  |  |

1. **Rincian kegiatan**

| **No** | **Dari**  **Tgl…**  **Pk…** | **S.d.**  **Tgl. .. Pk…** | **Kegiatan** | **Hasil** | **Keterangan** |
| --- | --- | --- | --- | --- | --- |
|  | 11 April 2017  Pk 17.00 | 11 April  2017  Pk 18:00 | Menentukan bentuk aplikasi yang akan dibuat, membuat diagram kelas model versi awal dan garis besar waktu pengerjaan. | Bentuk aplikasi yang akan dibuat, diagram kelas awal dan timeline sederhana. | Aktor :  Vincent H.  Mikhael A.  Alif I W  Adrian M N |
|  | 13 April 2017  Pk 09.00 | 13 April  2017  Pk 11:00 | Mentoring, mendetailkan diagram kelas model dengan method dan atribut tiap kelas, membuat skenario program, merencanakan versi lain program. Pembagian tugas. | Diagram kelas yang lebih lengkap, skenario program versi awal dan rancangan diagram kelas versi lain.. | Aktor :  Vincent H.  Mikhael A.  Alif I W  Adrian M N |
|  | 20 April 2017  Pk 09.00 | 20 April 2017  Pk 09.00 |  |  |  |
|  | 23 April 2017  Pk 14.00 | 23 April 2017  Pk 16.00 |  |  | Aktor:  Mikhael A.  Vincent H. |
|  | 24 April 2017  Pk 07:00 | 24 April 2017  Pk 14.00 |  |  |  |
|  | 23 April 2017  Pk 14.00 |  |  |  |  |
|  | 23 April 2017  Pk 14.00 |  |  |  |  |
|  |  |  |  |  |  |

Total waktu yang dibutuhkan untuk mengerjakan tugas : manhours

1. **Rangkuman capaian**