

# FIT 2099 - Assignment 1

## Work Breakdown Agreement

Team: Runtime\_Terror

Members: Daiki Kubo, Vladislav Pikulin

No	Task Description	Person	Date of Delivery	Review Person	Date of review
1	Implement Grass and Hay part in the class diagram	Daiki Kubo	19/09/2020	Vladislav Pikulin	19/09/2020
2	Implement Dinosaurs part in the class diagram	Vladislav Pikulin	19/09/2020	Daiki Kubo	20/09/2020
3	Implement Breeding part in the class diagram	Daiki Kubo	19/09/2020	Vladislav Pikulin	19/09/2020
4	Implement HerbivoreBehaviour and their Actions in class diagram	Vladislav Pikulin	19/09/2020	Daiki Kubo	20/09/2020
5	Implement EcoPoints and Purchase part in the class diagram (draft)	Daiki Kubo	20/09/2020	Vladislav Pikulin	20/09/2020
6	Implement CarnivoreBehaviour and their Actions in class diagram	Vladislav Pikulin	20/09/2020	Daiki Kubo	20/09/2020
7	Identify and include the necessary interfaces in the class diagram	Vladislav Pikulin	20/09/2020	Daiki Kubo	21/09/2020
8	Implement the VendingMachine in the class diagram	Daiki Kubo	20/09/2020	Vladislav Pikulin	21/09/2020
9	Sequence Diagram for Vending Machine	Daiki Kubo	21/09/2020	Vladislav Pikulin	21/09/2020

	allowableActions				
10	Sequence Diagram for Tree tick method	Vladislav Pikulin	21/09/2020	Daiki Kubo	21/09/2020
11	Sequence Diagram for Grass allowableActions	Daiki Kubo	21/09/2020	Vladislav Pikulin	22/09/2020
12	Sequence Diagram for Fruit allowableActions	Vladislav Pikulin	21/09/2020	Daiki Kubo	21/09/2020
13	Implement Egg class(es), in the class diagram	Daiki Kubo	22/09/2020	Vladislav Pikulin	22/09/2020
14	Sequence diagram for Egg tick method	Vladislav Pikulin	22/09/2020	Daiki Kubo	23/09/2020
15	Sequence Diagram for Dirt tick method	Vladislav Pikulin	22/09/2020	Daiki Kubo	23/09/2020
16	Sequence Diagram for Tree tick and allowableActions methods.	Daiki Kubo	22/09/2020	Vladislav Pikulin	23/09/2020
17	Design Rationale for abstract classes	Daiki Kubo	23/09/2020	Vladislav Pikulin	23/09/2020
18	Design Rationale for interface classes	Vladislav Pikulin	23/09/2020	Daiki Kubo	23/09/2020
19	Design Rationale for Application	Daiki Kubo	23/09/2020	Vladislav Pikulin	23/09/2020
20	Design Rationale for BuyAction	Daiki Kubo	23/09/2020	Vladislav Pikulin	23/09/2020
21	Design Rationale for VendingMachine	Daiki Kubo	23/09/2020	Vladislav Pikulin	23/09/2020
22	Design Rationale for Grass	Daiki Kubo	24/09/2020	Vladislav Pikulin	24/09/2020

23	Design Rationale for Dirt	Daiki Kubo	24/09/2020	Vladislav Pikulin	24/09/2020
24	Design Rationale for Tree	Daiki Kubo	24/09/2020	Vladislav Pikulin	24/09/2020
25	Design Rationale for Fruit	Vladislav Pikulin	24/09/2020	Daiki Kubo	24/09/2020
26	Design Rationale for LaserGun	Vladislav Pikulin	24/09/2020	Daiki Kubo	25/09/2020
27	Design Rationale for Hay	Vladislav Pikulin	24/09/2020	Daiki Kubo	25/09/2020
28	Design Rationale for DinosaurCorpse	Vladislav Pikulin	24/09/2020	Daiki Kubo	25/09/2020
29	Design Rationale for Stegosaur and Allosaur eggs	Vladislav Pikulin	24/09/2020	Daiki Kubo	25/09/2020
30	Design Rationale for BabyAllosaur and BabyStegosaur	Vladislav Pikulin	24/09/2020	Daiki Kubo	25/09/2020
31	Design Rationale for CollectGrassAction	Vladislav Pikulin	25/09/2020	Daiki Kubo	25/09/2020
32	Design Rationale for FeedAction	Daiki Kubo	25/09/2020	Vladislav Pikulin	25/09/2020
33	Design Rationale for PickFruitAction	Vladislav Pikulin	25/09/2020	Daiki Kubo	25/09/2020
34	Design rationale for HerbivoreMealKit & CarnivoreMealKit	Daiki Kubo	25/09/2020	Vladislav Pikulin	25/09/2020
35	Design Rationale for Allosaur and Stegosaur	Vladislav Pikulin	25/09/2020	Daiki Kubo	25/09/2020
36	Design Rationale for BreedBehaviour and BreedAction	Daiki Kubo	25/09/2020	Vladislav Pikulin	25/09/2020

37	Design Rationale for EatGrassAction and EatItemAction	Daiki Kubo	25/09/2020	Vladislav Pikulin	25/09/2020
38	Design Rationale for HerbivoreBehaviour and CarnivoreBehaviour	Vladislav Pikulin	25/09/2020	Daiki Kubo	25/09/2020
39	Design Rationale for Player and Leaves	Daiki Kubo	25/09/2020	Vladislav Pikulin	25/09/2020