FIT 2099 - Assignment 1
Work Breakdown Agreement

Team: Runtime_Terror
Members: Daiki Kubo, Vladislav Pikulin, Abdalla Abdellatif

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

FIT 2099 - Assignment 2
Work Breakdown Agreement

Team: Runtime_Terror
Members: Daiki Kubo, Vladislav Pikulin, Abdalla Abdellatif

No	Task Description	Person	Date of Delivery	Review Person	Date of review
1	Add a ground class type	Vladislav Pikulin	4/10/2020	Daiki Kubo	5/10/2020
2	Add Grass class and collectGrass Method	Vladislav Pikulin	4/10/2020	Daiki Kubo	5/10/2020
3	Add Fruit class (portable item)	Daiki Kubo	4/10/2020	Vladislav Pikulin	5/10/2020
4	Add Hay class (portable item)	Daiki Kubo	4/10/2020	Vladislav Pikulin	5/10/2020
5	Add vending machine and purchasable interface	Vladislav Pikulin	5/10/2020	Daiki Kubo	6/10/2020
6	Change dirt tick method to generate grass if next to >=2 grass blocks or next to a tree with a given chance	Vladislav Pikulin	5/10/2020	Daiki Kubo	6/10/2020
7	Add LaserGun class Weapon	Daiki Kubo	5/10/2020	Vladislav Pikulin	6/10/2020

8	Change Tree class (giving a chance to drop a fruit on each turn, changing the displayChar depending on its age, and allowing a player to pick fruits.)	Daiki Kubo	5/10/2020	Vladislav Pikulin	6/10/2020
9	Add BuyAction, FeedAction, and PickFruitAction	Vladislav Pikulin	6/10/2020	Daiki Kubo	7/10/2020
10	Create an abstract class Dinosaur which extends actor and implements similar behaviours for all dinosaur types	Daiki Kubo	6/10/2020	Vladislav Pikulin	7/10/2020
11	Updated Stegosaur class and create Allosaur class to reduce repetition	Daiki Kubo	6/10/2020	Vladislav Pikulin	7/10/2020
12	Implement an ability for a player to gain eco points.	Vladislav Pikulin	7/10/2020	Daiki Kubo	8/10/2020
13	Add Feedable interface	Vladislav Pikulin	7/10/2020	Daiki Kubo	8/10/2020
14	Add Egg class extended from PortableItem Interface	Daiki Kubo	7/10/2020	Vladislav Pikulin	8/10/2020
15	Make the application auto generate grass randomly	Vladislav Pikulin	6/10/2020	Daiki Kubo	8/10/2020
16	Add BabyDinosaur abstract class	Daiki Kubo	7/10/2020	Vladislav Pikulin	8/10/2020
17	Add Carnivore Behaviour for Allosaur type Dinosaurs	Abdalla Abdellatif	13/10/2020	Vladislav Pikulin	14/10/2020

18	Add BreedBehaviour and for Dinosaurs and BreedAction	Daiki Kubo	7/10/2020	Vladislav Pikulin	8/10/2020
19	Implement EatItemAction	Vladislav Pikulin	12/10/2020	Daiki Kubo	13/10/2020
20	HerbivoreBehaviour	Abdalla Abdellatif	13/10/2020	Daiki Kubo	14/10/2020
21	BabyAllosaurs and BabyStegosaurs	Abdalla Abdellatif	12/10/2020	Vladislav Pikulin	13/10/2020
22	Add StegosaurEgg class and AllosaurEgg class	Abdalla Abdellatif	12/10/2020	Vladislav Pikulin	13/10/2020
23	Add to Actor, Ground, Item interfaces in the interfaces package	Abdalla Abdellatif	12/10/2020	Daiki Kubo	13/10/2020
24	Add abstract class mealkit and HerbivoreMealKit, CarnivoreMealKit	Vladislav Pikulin	12/10/2020	Abdalla Abdellatif	13/10/2020
25	Add DinosaurCorpse abstract class, StegosaurCorpse, AllosaurCorpse	Daiki Kubo	12/10/2020	Abdalla Abdellatif	13/10/2020
26	JavaDoc for CarnivoreMealKit , CollectGrassAction, DinoCapabilit, DinosaurCorpse, Dirt, EatItemAction, EatGroundAction	Abdalla Abdellatif	15/10/2020	Vladislav Pikulin	15/20/2020
27	JavaDoc for Egg, Feedable, FeedAction, Floor, FollowBehaviour, Fruit, Grass, Hay, HerbivoreBehaviour,	Daiki Kubo	15/10/2020	Abdalla Abdellatif	15/10/2020

	HerbivoreMealKit, LaserGun, MealKit, PickFruitAction, Player, PortableItem, Purchasable, Stegosaur, StegosaurCorpse, StegosaurEgg, Tree, VendingMachine, Wall, WanderBehaviour				
28	JavaDoc for Allosaur, AllosaurCorspe, AllosaurEgg, AttackAction, BabyAllosaur, BabyDinosaur, BabyStegosaur, Behaviour, BreedAction, BreedBehaviour, BuyAction, CarnivoreBehaviour	Vladislav Pikulin	15/10/2020	Daiki Kubo	15/10/2020
29	Add DieAction class	Vladislav Pikulin	16/10/2020	Daiki Kubo	16/10/2020
30	Add LayEggAction class	Vladislav Pikulin	16/10/2020	Abdalla Abdellatif	16/10/2020