

Timeline Document			
Task	Date of Completion	Allocated Team Members	Progress Checks
Build map backend Including (Static entities, mechanism for building map at run time, obtaining data from map file)	Wednesday 27/10/21	Danny and Hugh	Sunday Meeting 7pm - Current progress 26/10/21 - to create response objects functions
Investigate Frontend and devise test cases for implementation	Tuesday 26/10/21	Gowtham, Chung, and Alan	Sunday Meeting 7pm
Implement tests and defined through frontend investigation	Tuesday 26/10/21	Gowtham, Chung, and Alan	Sunday Meeting 7pm
Define structure for buildable entities	Tuesday 26/10/21	Chung and Alan	Sunday Meeting 7pm
Update Factory and entity constructors, implement save game, load game and all games.	Friday 29/10/21	Hugh	Saturday Standup 12pm
Combine Code with Master Branch and Implement Pickup	Friday 29/10/21	Chung	Saturday Standup 12pm
Implement Movement for Character	Friday 29/10/21	Hugh	Saturday Standup 12pm

Implement Goals and functionality with Goals	Saturday 30/10/21	Hugh and Chung	Saturday Standup 12pm
Implemented Boulder Test to test boulder movement, blockage and correct positions.	Sunday 31/10/21	Alan	Sunday Standup 1pm
Merged the Boulder Test into master branch.	Sunday 31/10/21	Alan	Sunday Standup 10pm
Uploaded the UML and the Assumptions into the master branch.	Monday 1/11/21	Alan	Monday Standup 11am