FIT 2099 - Assignment 1

Work Breakdown Agreement

Lab 1 Team 3

# Task allocation

DATE: 31/8/2021

|  |  |  |
| --- | --- | --- |
| **Task** | **Class diagram, Interaction diagram, Rationale** | **Due dates** |
| Player & Estus flask | Shin Yung Xin | 3/9/2021, Friday |
| Bonfire | 3/9/2021, Friday |
| Reset | 3/9/2021, Friday |
| Enemies | Hazael Frans Christian | 3/9/2021, Friday |
| Terrains | 3/9/2021, Friday |
| Soft Reset | 3/9/2021, Friday |
| Souls | Yap Choon Seong | 3/9/2021, Friday |
| Weapon | 3/9/2021, Friday |
| Vendor | 3/9/2021, Friday |
| Testing and Reviewing | Hazael Frans Christian | 4/9/2021, Saturday |

DATE: 31/8/2021

|  |  |  |
| --- | --- | --- |
| **Task** | **Redo Design Rationale** | **Due dates** |
| Player & Estus flask | Shin Yung Xin | 6/9/2021, Monday |
| Bonfire | 6/9/2021, Monday |
| Reset | 6/9/2021, Monday |
| Enemies | Hazael Frans Christian | 6/9/2021, Monday |
| Terrains | 6/9/2021, Monday |
| Soft Reset | 6/9/2021, Monday |
| Souls | Yap Choon Seong | 6/9/2021, Monday |
| Weapon | 6/9/2021, Monday |
| Vendor | 6/9/2021, Monday |
| Testing and Reviewing | Hazael Frans Christian | 7/9/2021, Tuesday |

# Agreement on WBA

|  |  |
| --- | --- |
| Shin Yung Xin | I accept this WBA |
| Hazael Frans Christian | I accept this WBA |
| Yap Choon Seong | I accept this WBA |

DATE: 5/9/2021

|  |  |  |
| --- | --- | --- |
| **Task** | **Redo Design Rationale** | **Due dates** |
| Player & Estus flask | Shin Yung Xin | 6/9/2021, Monday |
| Bonfire | 6/9/2021, Monday |
| Reset | 6/9/2021, Monday |
| Enemies | Hazael Frans Christian | 6/9/2021, Monday |
| Terrains | 6/9/2021, Monday |
| Souls | Yap Choon Seong | 6/9/2021, Monday |
| Weapon | 6/9/2021, Monday |
| Vendor | 6/9/2021, Monday |
| Testing and Reviewing | Hazael Frans Christian | 7/9/2021, Tuesday |

# Agreement on WBA

|  |  |
| --- | --- |
| Shin Yung Xin | I accept this WBA |
| Hazael Frans Christian | I accept this WBA |
| Yap Choon Seong | I accept this WBA |

# Requirements

1. Player and Estus Flask
2. Bonfire
3. Souls (money)
4. Enemies

* Undead
* Skeleton
* Lord of Cinder (Yhorm)

1. Terrains

* Valley
* Cemetery

1. Reset

* Token of souls

1. Weapon
2. Vendor