

Team: Tute01Team78

## **Team member**

Abdulla Nawwaf Ali (31261949)

Yong Zi Ying (30885027)

## **Contract**

- Assignment 1

Yong Zi Ying: I accept this WBA

Abdulla Nawwaf Ali: I accept this WBA

- Assignment 2

Yong Zi Ying: I accept this WBA

Abdulla Nawwaf Ali: I accept this WBA

- Assignment 3

Yong Zi Ying: I accept this WBA

Team: Tute01Team78

## Work Breakdown Agreement(WBA)

### Assignment 3

Task	Person in charge	<u>Expected</u> date to complete
Debugging assignment 2 code for my part: [including all related classes such as action, behaviour, classes] → dirt, tree, bushes → probability (chances) → dinosaur: Brachiosaur, Allosaur, Stegosaur → hungry → eating → wander around → feeding dinosaur → searching ripe fruit → eco points, purchasing → death, corpse → breeding, hatching, growing	Yong	15/5/2021
Debugging assignment 2 code for his part: → brachio step on bush → allo attack stego → player attack stego	Nawwaf	25/5/2021
Assignment 3: → Lakes, water and rain → Thirsty dinosaurs → Second map → seems my partner did not manage to do all sequence diagrams and javadoc for assignment 2 so I can't update any diagram, I will create all diagram with updated design and comment → update all related design for my part [class, sequence, design rationale, javadoc] → add javadoc for my part → update WBA for my part → recommendation (1 page)	Yong	25/5/2021
Assignment 3: → Pterodactyls → A more sophisticated game driver → update all related design for his part → update WBA for his part → recommendation (1 page) → submission on moodle	Nawwaf	25/5/2021

## Work Breakdown Agreement Progress (WBA)

### Assignment 3

Date	Task	Attendance
11/5/2021	- <u>Debugging assignment 2 code for my part:</u> → tree, bush produce ripe fruit, ripe fruit rot after few turns (TreeInterface, Fruit, Bush, Tree) → add probability class/interface to achieve DRY	Yong
12/5/2021	- <u>Debugging assignment 2 code for my part:</u> → tree, bush produce ripe fruit, ripe fruit rot after few turns (TreeInterface, Fruit, Bush, Tree) with better implementation	Yong
13/5/2021	- <u>Debugging assignment 2 code for my part:</u> → dino food level increment & decrement is working (Dinosaur abstract class, all classes in dinosauractor package) → player drop an item → player pick an item → player search a fruit → player buying item from vending machine → player feeding → brachio eat as much fruit as it can from a same tree → stego eat fruit from bush and ground → allo eat corpse and egg → Dino move to nearby food source	Yong
14/5/2021	- <u>Debugging assignment 2 code for my part:</u> → dino death, unconscious, dead, corpse, remove from map → dino mate, dino lay egg, egg will hatch, baby dino can grow up to adult → everything is <b>WORKING</b> for my assignment 2 part - <u>Coding assignment 3 for my part:</u> → 30 '~' is added that represent lakes → probability class is updated to calculate the probability and amount of water to add into the lake. → Lakes class, Rain class are added	Yong
15/5/2021	- <u>Coding assignment 3 for my part:</u> → Add fish food point into EatingAction class → Fish class, MoveToDrinkBehaviour class, DrinkingAction, MoveToDrinkBehaviour, DrinkingBehaviour are added → update all dinoactor classes with staring	Yong

	<p>water level and max water level  → Update Dinosaur abstract class to implement thirsty dinosaur  → Update Status class to add some thirsty status  → CrossingMap class is added  → Update Application class to implement Second Map  → Everything is <b>WORKING</b> for my assignment 3 parts!</p>	
17/5/2021	<p>- <u>Complete the missing sequence diagram and javadoc for assignment 2</u>  → <b>Javadoc</b> is added into most of the classes such as DrinkingAction, EatingAction, GrowingAction, MateAction, Allosaur, Brachiosaur, Stegosaur, BabyAllo, BabyStego, BabyBrachio, DrinkingBehaviour, EatingBehaviour, MateBehaviour, MoveToDrinkBehaviour, MoveToEatBehaviour, Age, Status, Corpse, Dinosaur, CarnMealKit, Egg, Fish, FoodType, Fruit, PortableItem, VegMealKit, Bush, Dirt, Floor, GroundType, Lakes, Rain, Tree, TreeInterface, CrossingMap, FeedingAction, FeedingBehaviour, Player, SearchingFruitAction, SearchingFruitBehaviour, BuyingAction, BuyingBehaviour, EcoPoint, EcoPointInterface, VendingMachine, Probability, ProbabilityInterface  → create <b>sequence diagram</b> such as <b>Dirt, trees and bushes</b> (Grow Bush at the beginning of the game, Grow Bush, Bush produce fruit, Tree produce fruit, Tree ripe fruit fall on ground, Player search ripe fruit from tree/bush, Player pick up ripe fruit from ground/bush)  <b>Hungry dinosaurs[Stegosaur]/ Brachiosaur/ Allosaur</b> (Dinosaur eating &amp; move to food behaviour/action, Player drop an item then dinosaur move to eat the item == feed by player)  <b>Breeding</b> (seq_dinosaur_breeding + growing --&gt; let's say for stegosaur --&gt; every dino will have the same seq to breed)  <b>EcoPoints and Purchasing</b> (Player purchasing item from vending machine)  <b>Death</b> (Dinosaur lack of food -&gt; let's say for stegosaur/brachiosaur --&gt; every dino will have the same seq to death)  <b>Lakes, water and rain</b> (Raining, Born fish)  <b>Thirsty dinosaurs</b> (Dinosaur drinking &amp;</p>	Yong

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	<p>move to drink behaviour/action, Dinosaur lack of water / raining)</p> <p><b>Second Map</b> (player crossing the map)</p> <p>→ update <b>design rationale</b></p> <ul style="list-style-type: none"> <li>- Principle used in this assignment</li> <li>- Dirt, trees and bushes</li> <li>- Lakes, water and rain</li> <li>- Hungry dinosaurs[Stegosaur]/ Brachiosaur/ Allosaur</li> <li>- Thirsty dinosaurs</li> <li>- Breeding</li> <li>- EcoPoints and Purchasing</li> <li>- Death</li> <li>- Second Map</li> <li>- DisplayChar List</li> </ul> <p>→ provide <b>recommendation for extensions</b> to the game engine for 1 page</p>	
22/5/2021	<ul style="list-style-type: none"> <li>- Editing Application class and CrossingMap class for player to move from existing map to second map with 3 directions north east, north west and north vice versa.</li> <li>- Debugging Fish class, Lakes class and Rain class</li> <li>- update all design</li> </ul>	Yong

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## Work Breakdown Agreement(WBA)

### Assignment 2

Task	Person in charge	Expected date to complete
- connect IntelliJ with GIT - trying the commit and push then pull it from both side - add some packages and classes	Nawwaf Yong	27/4/2021
- implementing some classes in mapstuff package	Nawwaf	27/4/2021
- implementing some classes in dinosaur package	Yong	27/4/2021
- implementing DinoGameMap, DinoLocation, Dirt, Bush	Nawwaf	30/4/2021
- implementing Tree, Bush, VendingMachine, classes in items packages and classes in dinosaurs	Yong	30/4/2021
- implementing classes in vending machine actions packages	Nawwaf	4/5/2021
- implementing application, classes in dinosaur package	Yong	4/5/2021
- implementing application, egg, classes in dinosaur package, tree, bush	Yong	5/5/2021
- implementing breeding, feeding, growing, eating, corpse, item, player, tree, bush, mate, dinosaur	Yong	6/5/2021
- implementing vending machine, buying, player - Create design rationale (Dirt, trees and bushes, hungry dinosaurs/brachiosaur/allosaur, breeding, ecopoints and purchasing, death, displayChar list) - Create java doc (for all classes in dinosaurs package)	Yong	7/5/2021

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<ul style="list-style-type: none"><li>- create one of the most complicated sequence diagram (breeding + growing)</li><li>- updating WBA</li><li>- create class diagram</li><li>- run and debug</li></ul>	Yong	8/5/2021
<ul style="list-style-type: none"><li>- implementing fighting, allosaur attacking, drop item, brachio step on bush</li><li>- run and debug</li><li>- create java doc (for entire code except dinosaur package)</li><li>- create class diagram</li><li>- upload to moodle</li></ul>	Nawwaf	8/5/2021

## Work Breakdown Agreement Progress (WBA)

### Assignment 2

Date	Task	Attendance
27/4/2021	<ul style="list-style-type: none"><li>- connect IntelliJ with GIT</li><li>- trying the commit and push then pull it from both side</li><li>- add some packages and classes</li><li>- implementing some classes in mapstuff package</li><li>- implementing some classes in dinosaur package</li></ul>	Nawwaf Yong
30/4/2021	<ul style="list-style-type: none"><li>- implementing DinoGameMap, DinoLocation, Dirt, Tree, Bush, VendingMachine, classes in items packages, and classes in dinosaurs</li></ul>	Nawwaf Yong
4/5/2021	<ul style="list-style-type: none"><li>- implementing classes in vending machine actions packages, application, classes in dinosaur package</li></ul>	Nawwaf Yong
5/5/2021	<ul style="list-style-type: none"><li>- implementing application, egg, classes in dinosaur package, tree, bush</li></ul>	Yong
6/5/2021	<ul style="list-style-type: none"><li>- implementing breeding, feeding, growing, eating, corpse, item, player, tree, bush, mate, dinosaur</li></ul>	Yong
7/5/2021	<ul style="list-style-type: none"><li>- implementing fighting, drop item, brachio step on bush</li><li>- run and debug</li><li>- implementing vending machine, buying, player</li><li>- Create design rationale</li><li>- Create java doc</li></ul>	Nawwaf Yong
8/5/2021	<ul style="list-style-type: none"><li>- implementing fighting, drop item, brachio step on bush, player attack behaviour</li><li>- run and debug</li><li>- create java doc</li><li>- create class diagram</li><li>- create more sequence diagram</li><li>- create design rationale</li></ul>	Nawwaf Yong



Team: Tute01Team78

	<ul style="list-style-type: none"><li>- create one of the most complicated sequence diagram</li><li>- updating WBA</li><li>- run and debug</li><li>- upload to moodle</li></ul>	
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## **Work Breakdown Agreement(WBA)**

### Assignment 1

<b>Task</b>	<b>Person in charge</b>	<b>Expected date to complete</b>
Discussing and agree with WBA	Nawwaf Yong	16/4/2021
Creating class diagram for engine folder	Yong	16/4/2021
Creating class diagram for game folder	Nawwaf Yong	17/4/2021
Editing design rationale - work on it together for each explanation	Nawwaf Yong	22/4/2021
Creating sequence diagram for seq_dinosaur_attack, seq_vending_machine, seq_tree_ripe_fruits	Yong	20/4/2021
Creating sequence diagram for seq_player_attack, seq_player_drop_item, seq_player_feed_dinosaur	Nawwaf	20/4/2021
Creating sequence diagram for seq_dinosaur_breeding	Nawwaf Yong	20/4/2021
Cross check each other sequence diagram	Nawwaf Yong	22/4/2021
Editing WBA	Yong	23/4/2021
Submission for Assignment 1 on Moodle	Yong	23/4/2021

Team: Tute01Team78

## **Work Breakdown Agreement Progress (WBA)**

### Assignment 1

Date	Task	Attendance
17/3/2021	- ice-breaking	Nawwaf Yong
16/4/2021	- discussing the assignment - working on the class diagram	Nawwaf Yong
17/4/2021	- working on the class diagram - working on the design rationale	Nawwaf Yong
18/4/2021	- working on the design rationale	Nawwaf Yong
19/4/2021	- working on the design rationale - working on the sequence diagram (seq_dinosaur_attack, seq_vending_machine)	Yong
20/4/2021	- working on the design rationale - working on the sequence diagram (seq_tree_ripe_fruits, seq_dinosaur_breeding, seq_player_attack, seq_player_drop_item, seq_player_feed_dinosaur) - first commit	Nawwaf Yong
21/4/2021	- check the class diagram - check the design rationale - check the sequence diagram - second commit	Yong
22/4/2021	- double check the class diagram - double check the design rationale - double check the sequence diagram - final commit	Nawwaf
23/4/2021	- final check all documents then submit on moodle and push on git	Yong
27/4/2021	- assignment 1 interview at 2.30pm	Nawwaf Yong