Character Classes (Ryan, Anton) 3/15
Description: Choose a unique character from a character pool to play as
Functional Requirements: Select a unique character
Nonfunctional Requirements: Differing playstyle, unique features, offers a different experience for the user

Combat (Nate) 4/5
Description: Option-based fighting where the user attacks enemies
Functional Requirements: Able to: attack, deal damage, take damage, win, and lose
Nonfunctional Requirements: Fun and lots of options to add depth

User Interface (Ryan) 03/10
Description: Graphical user interface (using QT Widgets)
Functional Requirements: Output text and take input
Nonfunctional Requirements: looks good and parse user input to allow for a variety of text inputs to run the same commands (e.g. Move east; Go east; keep walking, etc.)

SQL Database Integration (Aryan) 4/1
Description: Used to save progress and store login/user information in an SQL Database
Functional Requirements: Store multiple users' data
Nonfunctional Requirements: Must preserve integrity of user information; C++ API for SQL

Player Progression (Aryan) 4/2
Description: Track player information throughout the game including inventory as well as where they are on the map.
Functional Requirements: Must track current level, position, game items, and armor.
Nonfunctional Requirements: Must be able to save large inventories quickly/efficiently

Storyline (Anton, Kelley) 3/28
Intro and Final level complete by: 3/20
Description: Provides a sequence of events for the player within the game
Functional Requirements: Storyline text needs to be stored and displayed at the correct time
Nonfunctional Requirements: Cohesive, regardless of the path or order the player takes

Map/Level Design (Alex, Kelley) 3/21
Description: The levels the player can explore
Functional Requirements: Predetermined (static), deterministic (every room contains the same items when a player leaves it and comes back)
Nonfunctional Requirements: Interesting, multiple levels (if we have time), coincides with the storyline

Using Asana with Instagantt