User Stories Groups	Tasks	Priority	Approx Time to Complet	Ben's Column Only. Assigned/Not Assigne	Stage
As a player, I want to have a Pokemon battle GUI, so that I can battle Pokemon.	Design bottom component in battle window (fight/pokemon/item/run)	1	3	Eric	Complete
	Design health bar components in battle window	1	3	Eric	Complete
	Get Pokemon sprite images from internet, front and back	2	1	Ben	Complete
	Decide on Window Size	1	1	Everybody	Complete
	Create base-line, very simple animations for battles	3	2	Ben/Eric	Complete
	Make sound affects for basic events	4	2	Jason	Complete
	Find and load general background for battle window	1	1	Eric	Complete
	Implement cursor and keyboard input	1	3	Murph	Complete
	Create both user and enemy trainer clases	1	3	Jason	Complete
	Create event class to send to GUI from battle	1	5	Murph/Ben	Complete
	Write logic in controller for battle state	1	6	Everybody	Complete
	Create model to hold trainers for battle	1	3	Ben	Complete
As a player, I want a clear Pokemon battle GUI, so that I can understand how to play the game and not get lost.	Create highlight for current option	1		Eric	To do
	Create help option to explain how things work in game	2		Jason	To do
	Figure out how to make all controls documented and clear	2		Not Assigned	To do
	Have pokemon images display in GUI	2		Eric	To do
As a player, I want a variety of pokemon options that work in the battle GUI, so that I can have fun using different Pokemon.	Create a Pokemon object	1	3	Jason	Complete
	Determine important attributes of Pokemon to be included in object	1	2	Ben	Complete
	Develop a utility class for battle interactions: type advantages and dam	1	5	Murph	Complete
	Extract information from online data bases for chosen Pokemon	2	2	Ben	Complete
	Determine which Pokemon/moves to include in game	1	1	Everybody	Complete
	Develop a move (attack) object, ignoring "special" moves	1	3	Jason	Complete
	Develop a type enum for Pokemon and moves	1	1	Murph	Complete
As a player, I want an open Bucknell world to explore, so that I can explore the world and enjoy the feeling of Pokemon but in a Bucknell setting.	"Draw" the environment with an application			Eric	To do
	Decide on playable areas			Everybody	To do
	Create Trainer class: subclassed into player and NPC			Murph/Jason	To do
	Figure out how to create boundaries and non-walkable tiles			Eric	To do
	Play the audio in a loop			Eric	To do
	Create NPCs			Ben	To do
	Create interaction with NPCs			Eric/Ben	To do
As a player, I want trainers to battle and have them named after CS professors, so that I can battle professors like gym leaders.	Choose professors to include	1	2	Everybody	Complete
	Create images/sprites for professors - default or custom	4	5	Eric/Ben	Complete
	Figure out Pokemon for each professor	1	1	Everybody	Complete
	Figure out any text the professors say	1	2	Murph	Complete
	Decide on order you encounter them	1	1	Everybody	Complete
	Store information in xml and be able to create trainer from professor da	1	2	Ben	Complete
As a player, I want the abiltiy to choose starting	Make way for player to choose whether to battle professor or reg traine	2	5	Eric	Complete
	Choose starting Pokemon, opening creation of trainer given a list	1	4	Ben/Jason	Complete

	Create a GUI of pokemon options	1	8	Jason/Ben	Complete
	Make way to randomize the Pokemon and moves for a trainer (incl use	2	3	Ben	Complete
	Restrict Pokmon to only have attacking moves	1	2	Ben	Complete
As a player, I want mechanisms for leveling my trainer up (First year -> Sophomore -> Junior -> Senior -> Graduate), so that I can see progress and follow the Bucknell theme.	Create attribute for trainer			Murph	To do
	Level up when beat 2 professors			Jason	To do
	Trainer stores its current level			Jason	To do
	Can only fight certain professors depending on level			Jason	To do
As a player, I want randomized trainer battles, so that there are battles other than the gym leaders, etc.	Randomize Pokemon and moves			Murph	To do
	Give random names			Murph	To do
As a player, I want AI for all non-player trainers, so that I can be challenged when battling them.	Develop algorithm to choose best move, but not all of the time	1	1	Jason	Complete
	Create AIUtility to implement all useful methods contained in one class	1	2	Jason	Complete
	Make AI methods to choose new Pokemon after enemy pkmn faints	1	1	Jason	Complete
	Create random button to create random team	2	2	Eric	Complete
	Create method to return random pokemon	2	1	Ben	Complete
As a player, I want the game to be balanced, so that the game is fun but challenging.	Nerf Murph	1	1	Jason	Complete
	Make a way to reset the whole game	2	2	Eric	Complete
	Remove moves that are OHKO or dependent on other things	1	2	Ben	Complete
	Lessen the damage of all moves	3	1	Murph	Complete
	Remove moves that are non damaging from Pokemon chooser	1	2	Ben	Complete
	Make it so if speed tie, choose randomly	2	1	Murph	Complete