

User Story	Priority	Complete/ Incomplete
As a player, I want to have a Pokemon battle GUI, so that I can battle Pokemon.	1	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.	1	Incomplete
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.	1	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.	2	Incomplete
As a player, I want trainers to battle and have them named after CS professors, so that I can battle professors like gym leaders.	2	Complete
As a player, I want the ability to choose starting Pokemon from a database of Pokemon, so that I can choose my favorites and personalize the ga	2	Complete
As a player, I want transition animations, so that the game feels like the real game and makes it look good.	3	Semi-complete
As a player, I want an elite four, so that I can test my skills and have an end game.	3	Complete
As a player, I want music and sound effects in the game, so that I can get immersed in the world.	3	Complete
As a player, I want mechanisms for leveling my trainer up, so that I can see progress and follow the Bucknell theme.	3	Incomplete
As a player, I want randomized trainer battles, so that there are battles other than the gym leaders, etc.	3	Complete
As a player, I want in-game items that can be used during battle, so that the game feels like the real game and so I can heal/buff up my Pokemon	4	Incomplete
As a player, I want the ability to catch new pokemon, so that I can make a team that I choose.	4	Incomplete
As a player, I want the ability to store collected pokemon, so that I can have more than 6 Pokemon.	4	Incomplete
As a player, I want saving options, so that I can get back to where I was before if I want.	4	Incomplete
As a player, I want custom trainer art for the professors, so that I can see the differences between professors and see the Bucknell theme.	4	Complete
As a player, I want the ability to lose/faint, so that I can be challenged by the game.	2	Complete
As a player, I want a score / grade throughout game, so that I can try to beat my highscore through multiple runs.	4	Incomplete
As a player, I want my Pokemon to level up, so that they can get different moves, evolve, and get stronger.	2	Incomplete
As a player, I want unique moves for my Pokemon, so that I can develop strategies and make my Pokemon personalized.	2	Complete
As a player, I want AI for all non-player trainers, so that I can be challenged when battling them.	1	Complete
As a player, I want the game to be balanced, so that the game is fun but challenging.	2	Complete