**Iteration 2 Tasks/ TimeFrame:**

**\*Please see One Drive for a more detailed breakdown of tasks.**

**User Stories:**

Story 2:

As a player I want to be charged fees at the end of the month for basic needs, such as food, rent as this will show the difficulties facing farmers in that time period.

Acceptance Tests:

Given: X days have past the starting date.

When: Sunrise

Then: There will a system message implying that the rent is due and will be auto withdrawn.

Given:The user has vegetables

When:The user places them in the crafting window

Then: The user is given a currency object

Given: The user is penalized with 2 strikes.

When: The user is penalized with the 3rd strike.

Then: The user loses the game.

Tasks for Story2:

-Create monitor object to access the user’s inventory (Complete)

-Create a currency object(Complete)

-Modify the monitor object to remove the currency when rent is due(Complete)

-Modify the monitor object to update the strike count(Complete)

-Make the monitor object no drop (Completed for “Q” key. Mouse no drop pushed to iteration 3)

-Crate farm map. This was pushed over from iteration 1.(Complete)

Story 3:

As a player I want to have access to irrigation tools to help my crops grow.

Acceptance Tests:

Given: User has irrigation tool in hand

When: User right clicks a block of dirt

Then: A line of 2 blocks of dirt are removed to form a ditch

Tasks for Story 2:

-Create an irrigation tool (Complete)

-Create textures for irrigation tool (Complete)

**Timeframe:**

Week of June 17th: Create monitor object and currency object

-Paired Programming during Tuesday’s meeting.

Nasser and Robbie: Monitor object

Arnold, Yucheng and Jake: Currency Object

**-Start refactoring earlier code**

-Consistently run JUnit tests on any algorithmic methods per object.

-Log any test data

-Update Burnup Chart

Week of June 24th: Modify the monitor object to remove the currency when rent is due

and Modify the monitor object to update the strike count

-Paired Programming during Tuesday’s meeting

Robbie and Arnold:Remove rent, make monitor no drop

Nasser, Jake and Yucheng: update strikes

-**Refactor earlier code**

- Consistently run JUnit tests on any algorithmic methods per object.

-Log any test data

-Update Burnup Chart

Week of July 1st : Create an irrigation tool, create textures for irrigation tool, modify the monitor object to remove food from the user’s inventory and update the strike count

- Paired Programming during Tuesday’s meeting

Robbie,Jake: Create Map

Arnold,Yucheng,Nasser:Create irrigation tool, create farm map

- Consistently run JUnit tests on any algorithmic methods per object.

-Log any test data

-Update Burnup Chart

-Ensure deliverables checklist is met

End of Iteration 2

1. Iteration plan (user stories, acceptance tests, task breakdown, time estimates, work schedule,

task assignments)

2. Updated project charter

3. Progress charts (burnup, velocity, test)

4. Working, documented code (with test code)

5. Weekly lab meeting minutes

6.-Have basic farm map created

7. Iteration post-mortem review (a retrospective about the experience as a group, reflect on how

you will do the next iteration differently)