**Iteration 3 Tasks/ TimeFrame:**

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

**User Stories:**

Story 4:

As a player, I want to have to deal with price changes regarding taxes and rent because this mimics conditions in the market of America during the mid 1800s.

Acceptance Tests:

Given: X period of time has passed

When: The user is logged in

Then: A system message is displayed informing the user that their rent has increased

Given: The system message for rent increased has been displayed

When: The user is logged in

Then: The user will be charged more money when the rent is due

Tasks for Story4:

1. Modify the item monitor class to broadcast a system message informing the player that the rent has increased, and why.
2. Modify the item monitor class to change the amount due for rent after a set period of time

Additional Tasks:

1. Make item monitor no drop on mouse click (pushed from last iteration)
2. When the player starts the game, a system message would appear mentioning the current rent price

Story 5:

As a player I want to be able to see the status of my farm and the daily weather condition.

Given: The user queries their farm status

When: The user right clicks a newspaper

Then:The game displays information regarding the number of strikes against the player in a newspaper style

Given:The user uses a barometer

When:The user right clicks the barometer

Then: A system message is displayed about the upcoming weather conditions

Tasks for Story 5:

1. Create a newspaper image file
2. Create a newspaper object that reads the strike info from the item monitor and display an appropriate newspaper style message about your farm
3. Create a barometer image file
4. Create a barometer object that sets the upcoming weather and reports it to the player

Story 6:

As a player I want to be able to choose a difficulty setting.

Given: The user selects easy mode

When: ---

Then: The starting rent due value is set to 3

Given: The user selects medium mode

When: --

Then: The starting rent due value is set to 10

Given: The user selects hard mode

When:--

Then: The starting rent due value is set to 15

Tasks for Story 6:

1. Add a difficulty setting via key listeners that will modify the item monitor settings

**Timeframe:**

Week of July 7th: Implement a rent change function and make item monitor no drop

-Paired Programming during meetings.

Nasser and Robbie: Rent Change

Arnold, Yucheng and Jake: Monitor no drop

**-Start refactoring earlier code**

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

-Log any test data

-Update Burnup Chart

Week of July 14th: Create Newspaper and Barometer object

-Paired Programming during meetings

Robbie, Arnold, and Jake: Newspaper

Nasser, Yucheng: Barometer

Swap Jake into barometer group on July 15th evening meeting

-**Refactor earlier code**

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

-Log any test data

-Update Burnup Chart

Week of July 21st : Allow player to modify the difficulty settings via key listeners

- Paired Programming during meeting

Robbie,Jake: Create event listeners

Arnold,Yucheng,Nasser:Anything left incomplete (catch up week)

- 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 3

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)