# Sprint Report: Milestone 2

## Nathanael Ostheller

* Added critical hit functionality in backend
* Updated GUI for allowing critical hits
* Updated damage functions to account for crits and autocrits
* Creature.addHealth Tests
* Creature.removeHealth Tests
* Creature.addBonusHealth Tests
* Creature.addCondition Test
* CreatureDaoImpl.advanceTurn Test
* CreatureDaoImpl.saveCreatures Test
* CreatureDaoImpl.loadCreatures Test

## Darin Hardie

* Creature.removeCondition Tests
* Creature.decrementCondition Tests
* Creature.getName Tests
* Creature.getMaxHealth Tests
* Creature.getCurrentHealth Tests
* Creature.getInitative Tests

## Will Walker

* Turn tracking implementation
* Creature grouping for turn tracking
* Advance Turn Button in GUI
* GUI rounds label
* Active turn borders
* Updated condition objects
* Integrated new conditions and GUI
* Created condition durations

# Discovered Bugs

1. Creature.removeHealth bypassed the Creature.getCurrentConditions function and used the one in the ConditionDao instead
   1. removeHealth\_with\_auto\_crits
   2. Fixed
2. CreatureDaoImpl.advanceTurn had code that was unused and could be slightly adjusted to optimize function
   1. CreatureDaoImpl.advanceTurn Test
   2. Fixed

# Testing Plans

## System Testing

## Integration Testing

## Performance Testing