

NOTES FOR TASKBOARD:

1 STORY POINT = The story length of the user story: Gold (where we implement the feature of the character being able to store gold and pick it up along the path).

ESSENTIAL -> The game would not be functioning OR not fun at all without this feature.

MODERATE -> The game would be functioning and quite fun without this feature, but becomes boring fast without it too.

Desirable -> Not fundamental, and purely for extension of the game.

SPRINT 1 [2 July - 7 July]			
USER STORY NUMBER	Objective/Feature	ALLOCATION	DUE
<p>For sprint one, we will be attacking:</p> <ol style="list-style-type: none">1. Epic 1 - As a human player, I want my character to automatically move in the gameworld, so that the character can progress through the game [12 Story Points]2. Epic 5 - As a human player, I want to be able to use items, so that I can perform actions during the game. [12 story points]			
	KEEP IN MIND: NEED TO BE ABLE TO IMPLEMENT VARIOUS DIFFERENT MODES.		Does not need to be implemented right now, but must be considered when starting coding in order to avoid having to change too much later. This can be inferred from our UML diagram.
1.1.1	As a human player, I want my character to regularly go through the Hero's Castle, so that I can purchase items.	USMAAN	5th July
1.1.2	As a human player, I want to be able to pause the game, so that I can take a break to perform functions.		DONE
	KEEP IN MIND: REFER TO UML DIAGRAM TO IMAGINE HOW WE WILL IMPLEMENT FIGHTING.		Does not need to be implemented now, but must keep in mind to

			be able to complete item requirements such as "staff reduces enemy attack by 60%"
1.5.1	As a human player, I want to be able to use a sword, so that I can fight enemies.	UZAIF	7th July
1.5.2	As a human player, I want to be able to use a Stake, so that I can fight enemies	UZAIF	7th July
1.5.3	As a human player, I want to be able to use a Staff, so that I can fight enemies.	UZAIF	7th July
1.5.4	As a human player, I want to be able to equip an Armor, so that I can protect against enemy attacks.	KARTIKAYE	7th July
1.5.5	As a human player, I want to be able to equip a Shield, so that I can defend against enemy attacks.	KARTIKAYE	7th July
1.5.6	As a human player, I should be able to equip a helmet, so I can increase the character's defense stats.	KARTIKAYE	7th July
1.5.7	As a human player, I want to be able to use a "Rare Item", so that I can use it to fight enemies.	SHUBHAM	7th July
1.5.8	As a human player, I want to be able to use Gold, so I buy equipment from the Hero's castle.	SHUBHAM	7th July
1.5.9	As a human player, I want to be able to obtain health potions, so that I can refill the character's health stats.	USMAAN	7th July
1.5.10	As a human player, I want to be able to drag and drop the equipment from the unequipped inventory into the equipped inventory, so that the benefits of the equipment improve the Character, improving the chances of winning the game.		DONE
1.5.11	As a human player, my character should have a cap on the amount of equipment they can store, in order to make the game challenging.	UZAIF	7th July
1.5.12	As a human player, I should be able to sell items of my inventory on the menu, in order to gain gold to buy other things.	KARTIKAYE	7th July

SPRINT 2 [8 July - 14 July]			
USER STORY NUMBER	Objective/Feature	ALLOCATION	DUE
<p>For sprint two, we will be attacking:</p> <ol style="list-style-type: none"> Epic 4 - As a human player, I want to be able to play on different modes, so that I can change up the style of play regularly [3 story points] Epic 2 - As a human player, I want my character to be able to fight enemies, so that my character can gain the rewards of beating them. [8.25 story points] 			
1.4.1	As a human player, I want to be able to play in Standard mode, so that I can enjoy the freedom of Standard mode.	SHUBHAM	10th July
1.4.2	As a human player, I want to be able to play in Survival mode, so that I can enjoy the challenge of survival mode.	SHUBHAM	10th July
1.4.3	As a human player, I want to be able to play in Berserker mode, so that I can enjoy the challenge of Berserker mode.	UZAIF	10th July
1.4.4	As a human player, I want to be able to win the game once my character has achieved the game winning goals.	USMAAN	10th July
1.2.1	As a human player, my character should be able to fight slugs, in order to reap the loot of defeating them.	UZAIF	14th July
1.2.2	As a human player, my character should be able to fight zombies, in order to reap the loot of defeating them.	SHUBHAM	14th July
1.2.3	As a human player, my character should be able to fight vampires, in order to reap the loot of defeating them.	KARTIKAYE	14th July
1.2.4	As a human player, my character should be able to gain rewards for beating an enemy, in order to become stronger.	USMAAN	14th July
1.2.5	As a human player, my character should be able to have allies, in order to help them during fights.	UZAIF	14th July
1.2.6	As a human player, my character should die if it is beaten by an enemy, in order to make the game challenging.	KARTIKAYE	14th July

SPRINT 3 [15 July - 19 July]			
USER STORY NUMBER	Objective/Feature	ALLOCATION	DUE
<p>For sprint three, we will be attacking:</p> <p>1. Epic 3 - As a human player, I want to be able to place buildings in the game world, so that my character can gain the rewards produced by interacting with these buildings. [8 story points]</p>			
1.3.1	As a human player, I want to be able to place the vampire castle, in order to spawn vampires for my character to fight.	SHUBHAM	19th July
1.3.2	As a human player, I want to be able to place the Zombie pit, so that zombies can spawn for my character to fight.	KARTIKAYE	19th July
1.3.3	As a human player, I should be able to place the tower, so that I can receive help in battles	UZAIF	19th July
1.3.4	As a human player, I should be able to place a village, so that my character can regain health when passing through.	USMAAN	19th July
1.3.5	As a human player, I should be able to place the trap, to protect my character against enemies.	SHUBHAM	19th July
1.3.6	As a human player, I should be able to place a barrack, so that my character can gain an ally.	KARTIKAYE	19th July
1.3.7	As a human player, I should be able to place a Campfire, to assist my character against enemies.	UZAIF	19th July
1.3.8	As a human player, my character should have a cap on the number of cards they can store, in order to make the game challenging.	USMAAN	19th July

MILESTONE 3
SPRINT 4 [19 July - 1 Aug]

USER STORY NUMBER	Objective/Feature	ALLOCATION	DUE
<p style="text-align: center;">For sprint 4, we will be attacking:</p> <p>EPIC 5 -> As a developer of the game, I want to be able to implement more functions to the game, in order to make the game more interesting.</p> <p>EPIC 1,2,3,4 -> ADD ONS</p>			
2.1.1	As a human player, I want to be able to pick up the DoggieCoin, so that I can trade it for gold in Heroes Castle.	SHUBHAM	27th July
2.1.2	As a human player, my character should be able to fight elan_muske to be able to finish the game.	KARTIKAYE	27th July
2.1.3	As a human player, my character should be able to fight the Doggie so that I can gain rewards and finish the game.	UZAIF	27th July
2.1.4	As a human player, I want to be able to play on Confusing mode, so that I can enjoy the challenge of Confusing mode.	USMAAN	27th July
2.1.5	As a player, when my character has an Anduril equipped, then my character should have added attack against bosses.	SHUBHAM	27th July
2.1.6	As a player, I want my player to be able to fire missiles, in order to kill enemies.	KARTIKAYE	31th July
2.1.7	As a player, I want my player to be able to eat chicken wings, in order to become invisible.	UZAIF	31th July
2.1.8	As a player, I want my player to be able to have a pet dragon, in order to help kill enemies.	USMAAN	31th July

AVAILABILITIES							
STUDENT	M	T	W	T	F	S	S
UZAIF		Busy 9am-8pm	Busy 11am-5pm	Busy 9am-6pm	Busy		
SHUBHAM		Busy 2pm-7.30 pm	Busy 1pm - 8.30 Pm	Busy 1pm-7.30pm			
KARTIKAYE			Busy 2pm - 5 pm				
USMAAAN		Busy 9 pm - 11 pm	Busy 7pm - 10 pm	Busy: 1 pm - 8 pm			