Implementation Plan

Feature	Checklist	Completed	Date	Comments
User Class	Set up class for User	✔	13/11/19	
	Write constructor (initialize method)	✔	13/11/19	
	Set and get methods	✔	13/11/2019	
** Priority feature**	Get random companions method	✔	14/11/19	
	Instance in introduction method	✔	13/11/19	
** Priority feature**	Use tty-prompt for companion selection	✔	14/11/19	
	Delete rescue_method, not used		15/11/19	
Game Flow	Flow chart and pseudocode	✔	13/11/19	
	Research literature references, start writing narrative script	✔	13/11/19	
	Method for path choice, using Faker to generate variety and dialogue	✔	13/11/2019	
	Method for Troll choice, times loop for solution or exit	✔	13/11/19	
	Method for mountains, including mount_attack and around_mountain	✔	14/11/19	
	Test method for through mountain - number true/false	✔	15/11/19	
	Preview ratio fonts for puzzle	✔	14/11/19	
** Priority feature**	Door puzzle method, including loop and clue	✔	14/11/19	
	Final choice method	✔	14/11/19	
	Exit routine and restart at end of game 'Win'	✔	14/11/19	
** Priority feature**	Game play loop, including while loop for troll choice to path choice			
Ascii Art	Decide checkpoints where ascii images appropriate to break up test	✔	14/11/19	
	Mountains image modify	✔	14/11/19	
	Method for calling txt files	✔	14/11/19	
	Test for calling txt files	✔	15/11/19	
	Storm, castle door images	✔	15/11/19	
*Additional feature added later	Progress bar			
	Ascii Map specific to game play			
	Soft restart within game when user reaches endpoint,			
	Inventory as class instance attribute			