

User story	Task	WIP?	Done?	Who?
Shop item availability is somewhat random to restrict the user in what kind of items they can just buy.	Algoritm to choose what items show up in shop.		Y	NB
	Quest loot items should be of the stronger variety		Y	NB
Quest page should choose quests based on user status so that the experience feels balanced.	Algorithm to choose quests		Y	NB
Website is formatted more nicely to more pleasantly display the information to the user	Making style sheets	Y	N	JM
	Reformatting html views	Y	N	JM
	Formating quest listing page	Y	N	NB
	Formating quest info page	N	N	NB
	Formating quest result page	N	N	NB
Users can create their own quests to get 'Rare ore' to allow them to create their own equipment	Storing rare ore as a field in database		Y	Jl
	User can add quests to quest database (can set difficulty)		Y	Jl
	Way of getting rare ore when someone completes your quest		Y	Jl
	Attaching auth_user reference to quests		Y	Jl
	User can use rare ore to craft equipment		Y	Jl
	User gets more ore if difficulty of quest is higher		Y	Jl
User can direct message other players to collaborate	Messaging system	Y	N	Reza
Unity game stuff				
HUD elements	Sub menues for "ATTACK", etc		Y	KB
	Text description		Y	KB

Game Object interactions	Doing damage "ATTACK"		Y	SH
	Doing AP damage "DAZE"		Y	SH
	Stat changes "PREPARE", etc			SH
Monster/Player representation	Monster sprites/objects		Y	JI
	Player name-plates		Y	JI