Sprint 2 Report
Call Of Adventure

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0.1 Actions To Stop Doing

- At this point, we would like to avoid adding any new big features. Most of the main features have been implemented, but a lot of them are kind of rough. Rather than add new features, we would like to now polish the features we have implemented.

0.2 Actions To Start Doing

- Start focusing on style and presentation.

- Make decisive design decisions for the game aspects (how hard battles should be, etc).

- Extensive bug testing.

- Static asset generation (art).

0.3 Actions To Keep Doing

- Learning new skills (particularly in css and Unity).

0.4 Work Completed

- Shop item availability is balanced to user ability.

- Quest availability is balanced to user ability.

- Partial styling of pages, mostly in terms of format rather than aesthetic.

- User-generated quests.

- Item crafting.

- Unity game HUD navigation.

- Unity game access to database.

- Unity game turn system.

- Unity game GUARD ability.

0.5 Work Not Completed

- Unity game damaging method.

- Unity game special attacks.

- Unity game monster AI.

0.6 Work Completion Rate

- Total Number of User Stories Completed: 8

- Total Number of Ideal Work Hours: 59

- Total Number of Days in Sprint: 14

- Average Work Hours/Day: 4.2

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	JI
	User can add quests to quest database (can set difficulty)		Y	JI
	Way of getting rare ore when someone completes your quest		Y	JI
	Attaching auth_user reference to quests		Y	JI
	User can use rare ore to craft equipment		Y	JI
	User gets more ore if difficulty of quest is higher		Y	JI
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

Sprint 2 burnup