Release 1.1 Acceptance Document for *Call of Adventure*

Completed User Stories (Original Release):
- User can create an account that represents their character to keep track of their items, current equipment, gold, and other records.
- User can take quests to get items and gold to further improve their character.
- User can buy items/equipment with gold to improve their character so that they can take on more difficult/different kinds of quests.
- User can hire other players to help them on quests so that they can take on more difficult quests.
- Different kinds of equipment give the user advantages depending on the quest they're going on, forcing the user to think about how to equip their character and which characters to hire.
- User can experience different difficulty levels to get greater rewards
- Quests are posted on the quests page in a way that they somewhat match the user's power level so that the game keeps a stable difficulty.
- Users can post their own quests to get rare ore to craft their own weapons.
- User can sell their items for additional gold
- User can change the amount of gold needed to hire them in order to earn more gold in accordance with ability
- User can see stylized web pages in order to please aesthetic taste

Post Release Improvements:
- Quests are played out as short rpg minigames to make the game more active.
- Quest minigame accesses database to accurately represent the user's party and stats.
- Users can walk around in game to battle different monsters and explore the mini world
- User can run into pseudo-random encounters with dangerous monsters that they need to defeat to reach the goal.
- Monsters have basic AI in order to challenge the user.

Known Bugs:
- Item squares resize names incorrectly. If a name in some column is too wide, and is then resized, all other names in the column get resized regardless.
- Special characters in names (item or character) can mess up the javascript in the shop page, hire page, and profile page. This is partially fixed by placing validators on the item names, but some names are still vulnerable.
- Text spacing sometimes overlaps with borders (particularly in showQuest).
- Browser inconsistencies. Firefox recommended.
  - Firefox: If quest minigame is played many times, or if you have a lot of tabs open, browser may complain about no more memory.
  - Other: Various connection issues (Unity game is unable to access database).
- Quest minigame: It is possible to complete a quest in the forest and enter a battle at the same time. Thus, the player can leave and complete the quest in the middle of a battle.

- Quest minigame: The dungeon area's exit back to the main path can be walked past without triggering.
- Quest minigame: Can see other areas before actually entering them.
- Quest minigame: Connection errors based on browser, etc.

Sprint Documents:
https://github.com/jiwamasa/CallOfAdventure/tree/master/Planning_Documents

Demo guide:
1. Start up web2py and go to the 'callofadventure' app.
2. This brings up the login page, click 'Sign up' and create an account. Once your done, submit.
3. This will bring you to the main page where we can access all the other pages.
4. First, let's check our profile by going to the "Welcome [user]" tab at the top right and selecting from the drop-down menu 'Profile'.
5. This shows your stats, gold, inventory, and equipment. Since we don't have anything, going on a quest would be suicide. So let's get something at the shop.
6. Go to the 'shop' tab on the navbar. Items for sale are listed on the left side. Clicking on an item name displays its stats and costs on the right side. At this point, we want to have balanced stats, so try to get a little bit of everything. But try to save some money!
7. Most likely, you probably won't have very high stats still. So, we need to ask for some help. Go to the hire tab and hire 'test' in the same way you bought something from the store.
8. To see what kind of stats 'test' has, go to the 'current party' tab at the top right, and go to 'test'. This will bring up a page with test's stats and equipment.
9. OK, now we can take on a quest! Go to the quests page, and choose either a difficulty 1 or 2 quest. Pay attention to the location, that will tell you where to go.
10. Once you start the quest, the Unity game will start. Depending on the location, you will have to navigate to a different chest on the map. On the way, you will probably run into monsters.
11. Once you reach the designated chest, the screen should say "quest completed" and you can click on the 'leave quest' link at the top left.
12. Then, you can see the results of your quest, and the loot you recieved.