

Sprint 1 planning

Goal: set up basic framework and design elements

- User can create an account that represents their character to keep track of their items, current equipment, gold, and other records. (Reza)
- User can customize their character to distinguish themselves from others. (Shirley)
- User can take quests to get items and gold to further improve their character. (Nick)
- User can buy items/equipment with gold to improve their character so that they can take on more difficult/different kinds of quests. (Kenneth)
- User can hire other players to help them on quests so that they can take on more difficult quests. (James)
- Different kinds of equipment give the user different advantages (or disadvantages) depending on the quest they're going on, forcing the user to think about how to equip their own character as well as who to hire. (Julius)