Acceptance Document

Completed User Stories:

- 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.
- Quests are played out as rpg turn-based battles to make the game more active.
- Monsters have basic AI in order to enrich user experience
- Users can walk around in game to battle different monsters and explore the mini world
- 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 special resources to perform special actions that cannot be done with gold.
- 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

Known Bugs:
- Web Gl does not compile unity game correctly

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