

Done

1 points

1 • 14 - 20 Feb •

★ — User can close application window (KC)

9 points

2 • 21 - 27 Feb •

★ — User can start a new game. (KC, XH, SS)

★ — User can select difficulty levels and a hero name to play (KC)

16 points

3 • 28 Feb - 6 Mar •

★ — User can save the game. (SS)

★ — User can select hero class to play. (SS, KC)

19 points

4 • 7 - 13 Mar •

★ — User can reload game from a saved game. (SS)

★ — User can encounter monsters in a dungeon. (SS, KC)

★ — User can lose the game (XH, SS, KC)

★ — User can win the Game (XH, KC, SS)

Current Iteration...

10 of 10 points

5 • 14 - 20 Mar •

Hide 3 accepted stories

★ — User can select an item from inventory and use it. (KC)

★ — User can select class ability during combat (SS, KC)

★ — User encounters a monster and engages in combat (KC)

mywork:"XH"

STORIES

2 stories, 6 points

★ — User can lose the game (XH, SS, KC)

★ — User can win the Game (XH, KC, SS)

Icebox

Users can restart/reset current game

Overview

^

User can close application window

BLOCKERS

tkinter interface

What does the UI look like?

Starting the game

+ Add blocker or impediment

DESCRIPTION

User is able to close the current application by clicking the "close" button in the window(top right corner).

This will mean any unsaved progress will be lost. No autosave feature will be implemented at this time.

LABELS

Add a label

CODE

Paste link to pull request or branch...

TASKS (1/2)

☒ Window close ends application

☐ View UI linked to controller

+ Add a task

ACTIVITY

Sort by Oldest to newest

ID #181088266

Collapse

STATE

Accepted on 15 Feb 2022

REVIEWS

+ add review

STORY TYPE

★ Feature

PRIORITY

P3 - Low

POINTS

1 Point

REQUESTER

KC kchung93

OWNERS

KC kchung93 +

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☐

Updated: 15 Feb 2022, 11:13am

Story 1

^

User can start a new game.

BLOCKERS

+ Add blocker or impediment

DESCRIPTION

Player clicks "New Game." View asks for difficulty, hero name, and class. Controller sends difficulty setting to Model, which generates a dungeon containing monsters to match the current difficulty level.

LABELS

Add a label

CODE

Paste link to pull request or branch...

BRANCHES

tcss504

created 2 months ago

TASKS (8/8)

☒ View implemented so user can click on New Game which takes to new view to ask data.

☒ View able to take input for difficulty, hero name, class. (class can be implemented later)

☒ View able to send that information to controller on button press.

☒ Controller able to modify info into Model friendly language and send it difficulty level and hero information to generate the game.

☒ Controller can take generated information from Model for hero and dungeon and provide it to view.

ID #181085087

Collapse

STATE

Accepted on 21 Feb 2022

REVIEWS

+ add review

STORY TYPE

★ Feature

PRIORITY

P0 - Critical

POINTS

8 Points

REQUESTER

SS sstock

OWNERS

KC XH SS +

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Updated: 25 Feb 2022, 10:57pm

✓ Controller can take generated information from Model for hero and dungeon and provide it to view.

✓ View can display starting state of game received from Controller. Basic outline of dungeon.

✓ Adventurer class added to dungeon builder

✓ Difficulty included in database and settings

+ Add a task

ACTIVITY

ss

@sstoeck

Player clicks "New Game." View asks for difficulty, hero name, and class. Controller sends difficulty setting to Model, which generates a dungeon containing monsters to match the current difficulty level, and that dungeon is displayed in the view to the player. (That may be a separate story).

Like... · Copy link · Jan 29, 12:02 pm

Sort by Oldest to newest

Story 2

^

User can select difficulty levels and a hero name to play

BLOCKERS

+ Add blocker or impediment

DESCRIPTION

Difficulty level of the game will be required from users

LABELS

Add a label

CODE

Paste link to pull request or branch...

TASKS (1/1)

✓ Pass info to Controller

+ Add a task

dp ID #18108719

Collapse

STATE Accepted on 21 Feb 2022

REVIEWS + add review

STORY TYPE ★ Feature

PRIORITY P3 - Low

POINTS 1 Point

REQUESTER XH Xingguo Huang

OWNERS KC kchung93 +

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Updated: 24 Feb 2022, 10:34am

Story 3

^

User can save the game.

BLOCKERS

+ Add blocker or impediment

DESCRIPTION

Ability for players to save games.
Player clicks save and saves the game so it can be reloaded later.

LABELS

Add a label

CODE

Paste link to pull request or branch...

TASKS (9/9)

☒ View option to save the game

☒ When save is clicked, generates a file, or saves data to a DB to store current game state.

☒ Game state data:

☒ Hero (hp, name, mp, class)

☒ Hero location

☒ Current inventory

☒ Current viewed map

ID #181085117

Collapse

STATE

Accepted on 2 Mar 2022

REVIEWS

+ add review

STORY TYPE

★

Feature

PRIORITY

P3 - Low

POINTS

8 Points

REQUESTER

SS

sstoek

OWNERS

SS

sstoek +

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Updated: 2 Mar 2022, 08:51pm

☒ Current viewed map

☒ Whole dungeon (including pillar, monster location with reference IDs)

☒ Stores game state in SQL DB?

+

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ACTIVITY

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SS

@sstoeck

Saves are all implemented on the backend. Need an interface and to pass it the dungeon_dict, adventurer_dict, and map_dict.

Like...

Copy link

Mar 1, 11:34 pm

SS

@sstoeck

Finished putting saves in GUI.

Like...

Copy link

Mar 2, 8:50 pm

Story 4

^

User can select hero class to play.

ID

#181085100

Collapse

STATE

Accepted on 5 Mar 2022

REVIEWS

+ add review

STORY TYPE

★ Feature

PRIORITY

P3 - Low

POINTS

8 Points

REQUESTER

ss sstoek

OWNERS

ss KC +

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Updated: a few seconds ago

BLOCKERS

+ Add blocker or impediment

DESCRIPTION

Created, hero name and class are selected by player. Players see their hero, and when engaging in combat, have a specific skill for their hero.

LABELS

Add a label

CODE

Paste link to pull request or branch...

TASKS (8/8)

☒ Heroes have the following attributes: name, stats, special abilities

☒ View needs to exist to input specific hero information (see new game)

☒ View needs a way to display hero data collected from controller which gets data from model

☒ Hero base types stored in database

☒ Heroes require way to be displayed in combat.

☒ Hero needs to be able to be displayed on basic map

☒ Hero types loaded into model

☒ Hero types loaded into model

☒ Hero types create-able in dungeon builder

+ Add a task

ACTIVITY

Sort by Oldest to newest

ss

@sstoek

Implemented full on backend.

Like... · Copy link · Mar 1, 12:21 pm

Story 5

User can reload game from a saved game.

BLOCKERS

+ Add blocker or impediment

DESCRIPTION

Ability for players to load game from a saved game data.
At the main menu, the player clicks load game. Game gives menu of saved games. Player selects from saved games and restarts from previous game state.

LABELS

Add a label

CODE

Paste link to pull request or branch...

TASKS (4/4)

☒ View option to load the game.

☒ View displays saved games when load is clicked.

☒ When load is clicked, then loads up the saved game to continue. Information loaded into active game state models and displayed in view.

☒ Need to be able to process saved game state into active running game.

+ Add a task

ACTIVITY

Sort by Oldest to newest

ID #181085120

Collapse

STATE

Accepted on 9 Mar 2022

REVIEWS

+ add review

STORY TYPE

★ Feature

PRIORITY

P3 - Low

POINTS

5 Points

REQUESTER

ss sstoock

OWNERS

ss sstoock +

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Updated: 9 Mar 2022, 01:28pm

ACTIVITY

Sort by Oldest to newest

ss @sstoock

Added backend implementation:
query_helper, dungeon_builder, and save_manager modified.

Added front end code as load_view.py.

Added controller code to update model:
set_model, load_game, get_saved_games, load_game_to_model

Added views calling their super init for allowing loads to happen.

[Like...](#) · [Copy link](#) · Mar 9, 1:27 pm

Story 6

^

User can encounter monsters in a dungeon.

BLOCKERS

+ Add blocker or impediment

DESCRIPTION

Monsters with different abilities exist within the game and are in the dungeon. When loaded, a dungeon is filled with monsters in available slots. Monsters display in dungeon room when player enters room with monsters. Combat initiated?

LABELS

Add a label

CODE

Paste link to pull request or branch...

TASKS (6/6)

☒ Monsters have the following attributes: Names, stats, special abilities

☒ Monsters require way to be displayed in view.

☒ Differentiation for boss monsters in pillar rooms.

☒ Dungeon needs a way to know a monster is in the room.

☒ Monsters need to be created when difficulty is set (builder pattern in dungeon builder?)

☒ Monster defaults saved to SQLite DB

+ Add a task

ID #181085090

Collapse

STATE

Accepted on 10 Mar 2022

REVIEWS

+ add review

STORY TYPE

★ Feature

PRIORITY

P3 - Low

POINTS

8 Points

REQUESTER

SS sstoeck

OWNERS

SS KC +

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Updated: a few seconds ago

Story 7

User can lose the game

BLOCKERS

+ Add blocker or impediment

DESCRIPTION

Ability for users to lose the game.
Fail to escape the dungeon by not collecting all the pillars.
Users can be defeated by monsters that overpower the hero character.
Once a player is defeated by monsters by going below 0 hit points the game should end.
Additional losing criteria may be added later.

LABELS

Add a label

CODE

Paste link to pull request or branch...

TASKS (3/3)

☒ Have check on game state to see if failure conditions have been met.

☒ Game over message at the end in view if failure conditions met.

☒ Provides options to restart or quit program

+ Add a task

ID #181085128

Collapse

STATE

Accepted on 11 Mar 2022

REVIEWS

+ add review

STORY TYPE

★ Feature

PRIORITY

P3 - Low

POINTS

3 Points

REQUESTER

ss sstock

OWNERS

xh ss KC +

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Updated: 11 Mar 2022, 08:37pm

Story 8

^

User can win the Game

BLOCKERS

+ Add blocker or impediment

DESCRIPTION

Ability for users to achieve a victory state in the game:
Escape the dungeon after collecting all the pillars and defeating the final boss.
Once the player reaches the exit of the dungeon, a trivia sphinx will be the final boss. The player must answer the question correctly to win the game.
After the correct answer is selected, a final screen will be presented with information about the dungeon session and a congratulatory message upon completion.

LABELS

Add a label

CODE

Paste link to pull request or branch...

TASKS (3/3)

☒ Check on game state for victory conditions being met.

☒ Congratulatory message at the end displayed in view

☒ Provides options to restart or quit program in view.

+ Add a task

ID #181085124

Collapse

STATE

Accepted on 11 Mar 2022

REVIEWS

+ add review

STORY TYPE

Feature

PRIORITY

P3 - Low

POINTS

3 Points

REQUESTER

ss sstock

OWNERS

xh kc ss +

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Updated: 11 Mar 2022, 08:37pm

Story 9

User can select an item from inventory and use it.

BLOCKERS

Heroes not implemented

+ Add blocker or impediment

DESCRIPTION

Throughout the dungeon, the hero may pick up a potion, or pillar that can be accessed through the inventory menu.

The item(s) may have different characteristics.

LABELS

Add a label

CODE

Paste link to pull request or branch...

TASKS (2/2)

☒ UI Panel for inventory.

☒ Remove item from inventory if it is a consumable.

+ Add a task

ACTIVITY

ss

@sstoeck

Well done, Kevin!

Like...

Copy link

Mar 15, 10:31 am

Sort by Oldest to newest

ID #181089276

Collapse

STATE

Accepted on 15 Mar 2022

REVIEWS

+ add review

STORY TYPE

Feature

PRIORITY

P3 - Low

POINTS

2 Points

REQUESTER

KC

kchung93

OWNERS

KC

kchung93

+

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(2 followers)

☒

Updated: 15 Mar 2022, 10:31am

Story 10

^

User can select class ability during combat

BLOCKERS

+ Add blocker or impediment

DESCRIPTION

Add a description

LABELS

Add a label

CODE

Paste link to pull request or branch...

TASKS (6/6)

☒ Implement class ability

☒ Test class ability

☒ Controller needs to talk to model to use class ability in combat.

☒ View needs to have way for player to select to use the class ability

☒ When player selects class ability, controller needs to know so it can request it be used by the model then return any relevant displays

☒ View needs to display information it receives from controller.

+ Add a task

ID #181089302

Collapse

STATE

Accepted on 17 Mar 2022

REVIEWS

+ add review

STORY TYPE

★ Feature

PRIORITY

P3 - Low

POINTS

3 Points

REQUESTER

KC

kchung93

OWNERS

SS

KC

+

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☒

Updated: a few seconds ago

Story 11

^

User encounters a monster and engages in combat

BLOCKERS

◆ Heroes and Monsters need to be implemented first.

◆ Monster need to placed in dungeon

+ Add blocker or impediment

DESCRIPTION

Combat occurs when a hero enters a room with a monster. It ends when one of them reaches 0 HP or flees.

Hero enters room with monster. Combat initiated. Based on attack speed, player selects skill or attack, does so, and then monster goes or monster goes first. May have multiple attacks in a single round. Once all have gone, starts over until one has died / drop to 0 HP. Once they have, exit combat either to game over screen or resuming from map.

LABELS

Add a label

CODE

Paste link to pull request or branch...

TASKS (8/8)

☒ Hero and Monsters need to already be implemented.

☒ Initiative / attack speed compared

☒ Whoever has higher attack speed or initiative goes first.

☒ Need interface for player to select what they want to do then have that selection sent to controller which processes the outcome and updates local model. View will be updated by controller with updated stats to display for both.

☒ Need combat interface and menu.

ID #181085108

Collapse

STATE

Accepted on 17 Mar 2022

REVIEWS

+ add review

STORY TYPE

★ Feature

PRIORITY

P3 - Low

POINTS

5 Points

REQUESTER

ss sstoek

OWNERS

KC kchung93

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Updated: 3 hours ago

☒ Need combat interface and menu.

☒ Need to display outcomes of each round as they happen or a log to show monster actions in view. Controller needs to communicate actions and outcomes between view and models.

☒ Display status of both parties in view.

☒ Enable potion usage during battle?

+

Add a task

ACTIVITY

Sort by Oldest to newest

SS

@sstoeck

Backend implemented.

Like...

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Mar 10, 11:18 am

SS

@sstoeck

Added specials. Kevin did interface. Just need to log outcomes to interface.

Like...

Copy link

Mar 11, 8:38 pm

Story 12

Users can restart/reset current game

BLOCKERS

Be able to save game

Add blocker or impediment

DESCRIPTION

After a lose or victory, user can select to restart the same game already played with same maze and monsters.

Once a player reaches a lose/win game state. The software will provide an option to restart from start of game state. On click, game will load played to the start of the game at starting health / location / all monsters and items back at starting position in the map.

LABELS

Add a label

CODE

Paste link to pull request or branch...

TASKS (0/2)

☐ Need to store game from initial state prior to game play and changes being made as game is played.

☐ Will load hero at start with same name, class, etc selected.

Add a task

ACTIVITY

Sort by Oldest to newest

ID #181085147

Start

Unscheduled

add review

STORY TYPE

Feature

PRIORITY

P3 - Low

POINTS

Unestimated

REQUESTER

ss sstock

OWNERS

<none>

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Updated: 2 Mar 2022, 10:16pm

Story 13 - Not implemented