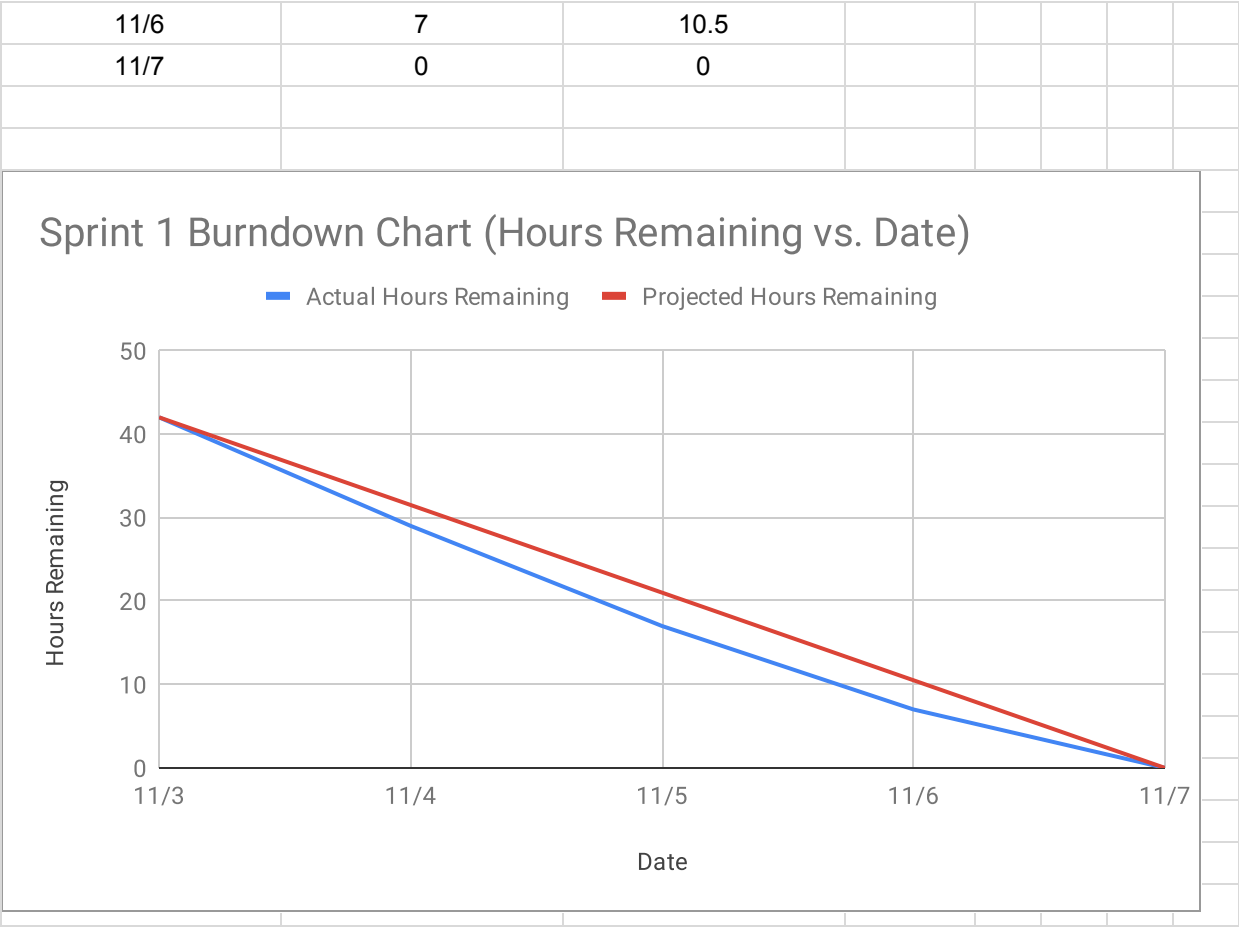


			Total # of Hours				
User Story	Tasks	Developer	11/3	11/4	11/5	11/6	11/7
<i>As a player, I and NPCs should have health, attack, and defense statistics and have a fixed-sized inventory.</i>	Develop RPGCharacter abstract class	Logan Stiles	4	2	0	0	0
<i>As a player, I have the ability to search NPCs for items and trade with NPCs.</i>	Develop Player class that extends RPGCharacter	Logan Stiles	2	2	2	1	0
<i>As a player, I can talk with and trade/get an item from both non-hostile and hostile NPC characters.</i>	Develop NPC class that extends RPGCharacter	Logan Stiles	2	2	2	0	0
<i>As a player, I can move between rooms to complete my quest.</i>	Design and develop Room class	Kartikeya Sharma	2	0	0	0	0
<i>As a player, I can have items that help me complete quests by improving my statistics, such as increasing health, attack, defense, or the size of my inventory.</i>	Create Item class	Jason Kang	2	0	0	0	0
<i>As a player, I can consume items to improve my statistics.</i>	Create ConsumableItem class that extends Item	Jason Kang	2	2	2	1	0
<i>As a player, I can equip a variety of items, such as weapon, shield, and armor, to help me in battles.</i>	Create Equipment class that extends Item	Jason Kang	2	2	2	2	0

	Create EquipmentType enumeration distinguishing an equipment as a type of weapon, armor, or shield	Jason Kang	1	1	1	1	0
<i>As a player, the room I am in is connected to adjacent rooms that allows me to move around the map.</i>	Create Model	Kartikeya Sharma	4	3	2	2	0
<i>As a player, I can click on doors leading to adjacent rooms if they exist.</i>	Create View	Kartikeya Sharma / Jason Kang	4	3	1	0	0
<i>As a player, I can move left, right, up, or down into other rooms on the map.</i>	Create Controller	Kartikeya Sharma	4	3	3	0	0
<i>As a player, I can follow a story line to know how to complete subsequent quests.</i>	Create a storyline	Jason Kang / Claudia Shrefler	2	1	0	0	0
	Create Story class	Claudia Shrefler	2	1	0	0	0
	Create RoomContent class	Claudia Shrefler	1	0	0	0	0
<i>As a player, I can gather items from a room to add to my items list.</i>	Modify Player class	Logan Stiles	1	1	0	0	0
<i>As a player, I can trade items that will help me complete quests.</i>	Modify Player class	Logan Stiles	1	1	0	0	0
<i>As a player, I can talk with friendly NPCs during quest.</i>	Modify NPC class	Logan Stiles	1	1	1	0	0
<i>As a player, I can fight hostile NPCs to complete quests.</i>	Modify RPGCharacter class	Logan Stiles	1	0	0	0	0

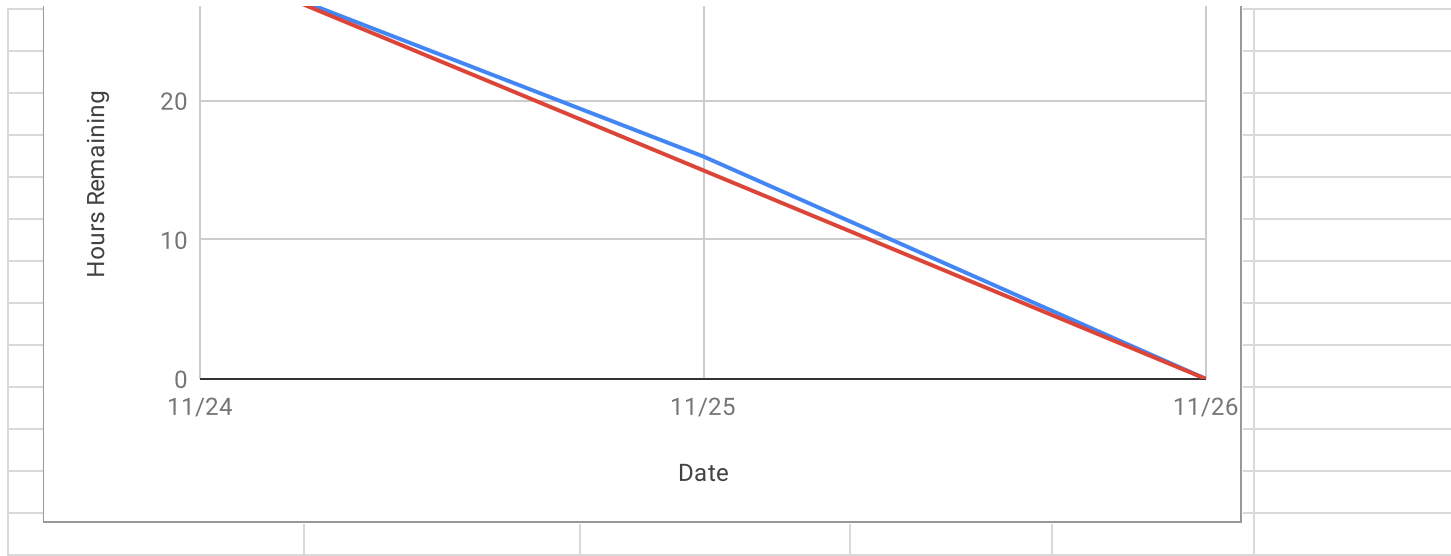
<i>As a player, I can loot hostile NPCs to gain items to add to my items list.</i>	Modify Player class	Logan Stiles	1	1	0	0	0
<i>As a player, I can have different chances of successful attacks</i>	Modify Player class	Logan Stiles	1	1	0	0	0
<i>As a player, I can display what the NPCs say to me, so I know what to do next.</i>	Modify view to access npc dialogue from model and controller to update npc dialogue when npc is spoken to (clicked on)	Kartikeya Sharma	1	1	1	0	0
<i>As a player, I should be able to have a refreshing assortment of rooms every time I play the game.</i>	Implement getRandomRoomContent method in Story to return, in a random order, the contents of rooms, so the model can construct a random grid-arrangement of rooms.	Kartikeya Sharma	1	1	0	0	0
<i>As a player, buttons labeled with direction should indicate which rooms adjacent to the current room are available to be travelled to</i>	Change the display of buttons as controlled by the controller when switching rooms (currently in the handle method)	Kartikeya Sharma	1	1	1	0	0
[Notable Internal Task: documentation]	Write Javadocs for methods that don't currently have them.	Kartikeya Sharma	2	1	0	0	0
		Total Hours	42	29	17	7	0
Date	Actual Hours Remaining	Projected Hours Remaining					
11/3	42	42					
11/4	29	31.5					
11/5	17	21					



User Story	Tasks	Developer	11/12	11/13	11/4
<i>As a player, I can see my equipment and items, so I know what's available for me to use.</i>	Fix controller to access and display player inventory	Jason Kang	4	2	0
<i>As a player, I can see my character's statistics, so I can better prepare myself for battling with the various NPCs in the game.</i>	Fix controller to access player stats and display them	Logan Stiles	4	1	0
<i>As a player, I should be able to see the name of the room at the top of the screen.</i>	Fix RPGView to include the name of the room at the top of the page, ensuring that formatting does not break in the process.	Logan Stiles	1	1	0
<i>As a player, I can see myself on the screen, so I know what my character is doing.</i>	Fix view to include player picture	Kartikeya Sharma	2	1	0
<i>As a player, I can see different images for different NPCs to distinguish between the rooms I'm in.</i>	Fix view to include different images for different NPCs	Kartikeya Sharma	2	1	0
	Implement a map to associate an NPC with an image in the controller	Kartikeya Sharma	2	1	0
	Make generic wrapper class for RPGCharacter	Kartikeya Sharma	1	1	0
	Make wrapper class for NPC	Kartikeya Sharma	1	0	0
	Make wrapper class for Player	Kartikeya Sharma	1	0	0

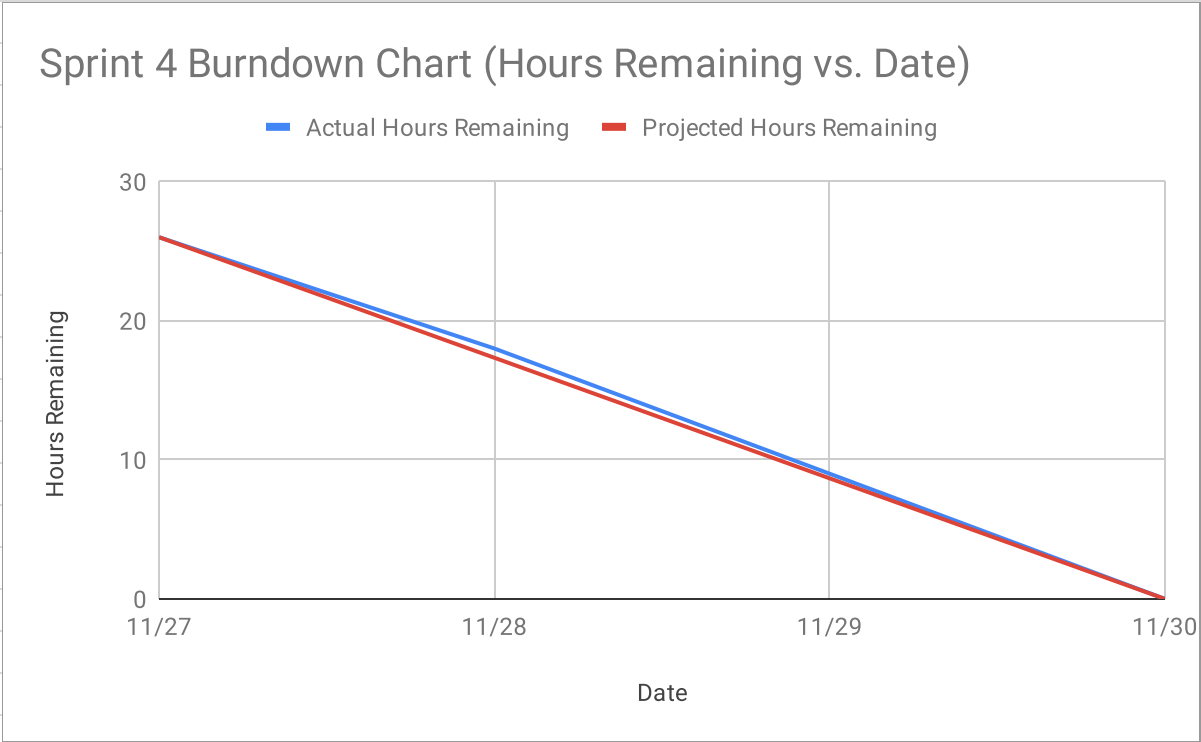
<i>As a player, I can interact with NPCs to know what to do next in the game.</i>	Changed NPC dialogue to list and iterator instead of two options	Kartikeya Sharma	1	1	0
<i>As a player, I can see the contents of the room to know where to go next in the story.</i>	Refactor method to RoomContent	Kartikeya Sharma	1	1	0
<i>As a player, there should be some randomness involved in battles with NPCs so I can have a critical hit</i>	Modified attack method in RPGCharacter	Logan Stiles/Kartikeya	2	2	0
<i>As a player, I can loot hostile NPCs to gain items to add to my items list.</i>	Modify Player class	Logan Stiles	1	0	0
<i>As a player, I should not be able to kill or be killed by any enemy in one shot.</i>	Modify attack in RPGCharacter class	Logan Stiles	1	1	0
[Notable Internal Task: implementation of strategy design pattern]	Implement Singleton in Story	Kartikeya Sharma	1	0	0
[Notable Internal Task: implementation of data encapsulation]	Encapsulated Item attributes within ItemStatistics	Kartikeya Sharma	1	1	0
[Notable Internal Task: for implementation of data encapsulation]	Encapsulated RPGCharacter attributes within RPGCharacterStatistics	Kartikeya Sharma	1	0	0
		Total Hours	24	13	0
Date	Actual Hours Remaining	Projected Hours Remaining			
11/12	24	24			
11/13	13	12			

User Story	Tasks	Developer	11/24	11/25	11/26
<i>As a player, I can see my updated statistics on the screen to know how much health I have left in the game.</i>	Update Player class so that the Player statistics display	Kartikeya Sharma	1	1	0
	Update View for statistics	Kartikeya Sharma	1	1	0
<i>As a player, I can see doors and arrows on the screen to know where the rooms around me are.</i>	Edit the View to display doors at rooms	Logan Stiles	1	0	0
	Edit Controller so arrows only display when hovering over a door	Logan Stiles	1	0	0
<i>As a player, I have a visual of the items in the room to know what the item is</i>	Use photoshop to draw images of items	Logan Stiles / Jason Kang	4	4	0
<i>As a player, I should be able to see my statistics and the NPC in the room's statistics visually represented as a status bar</i>	Development of status bar (StatusBar)	Kartikeya Sharma	2	0	0
<i>As a player, I should be able to see my statistics and the NPC in the room's statistics refresh in the status bar when statistics change.</i>	Development of refresh method in StatusBar	Kartikeya Sharma	2	2	0
<i>As a player, I should be able to drag and drop items into and out of my inventory</i>	Add methods for dragging armor, shield, and weapon to the RPGMouseEventHandler, which detects when a drag has begun.	Kartikeya Sharma	8	4	0



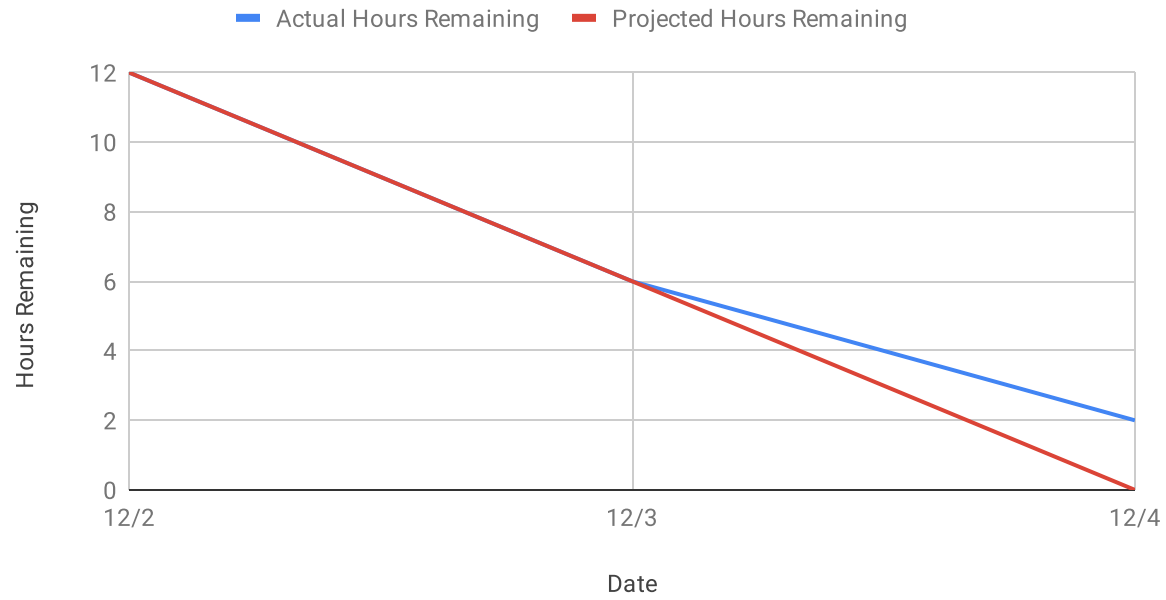
	Tasks	Developer	11/27	11/28	11/29	11/30
<i>As a player, I shouldn't be able to click the attack button if there's already a battle happening so the story isn't confusing</i>	Update the RPGController to implement active attack toggle	Kartikeya Sharma	1	1	0	0
	Attack button shouldn't be clickable if there's another thread running	Kartikeya Sharma	1	0	0	0
	Check for if user or boss is dead when running entire game in attack method	Logan Stiles	1	1	1	0
<i>As a player, I should hear sound effects throughout the game to enhance what's happening</i>	Update the controller to include sound effects	Logan Stiles	1	0	0	0
<i>As a player, I can trade and search items to allow me to complete my task.</i>	Implement trade and search in RPGCharacter class	Logan Stiles	1	0	0	0
<i>As a player, I can see myself on the screen, so I know what my character is doing.</i>	Model players using panes	Kartikeya Sharma	4	4	2	0
<i>As a player, I can equip my items to help me in battles.</i>	Have equipment automatically swap when user picks up new item	Logan Stiles	4	2	1	0
<i>As a player, I can follow a story line to know how to complete my quest.</i>	Code tasks to move story along	Jason Kang / Logan Stiles	4	3	2	0
<i>As a player, I can trade and search items to allow me to complete my task.</i>	Add trade and search functionality	Logan Stiles	1	1	0	0

[Notable Internal Task: display items in the room]	Displaying items on the center pane	Kartikeya Sharma	8	6	3	0
		Total Hours	26	18	9	0
Date	Actual Hours Remaining	Projected Hours Remaining				
11/27	26	26				
11/28	18	17.33333				
11/29	9	8.6666				
11/30	0	0				



User Story	Tasks	Developer	12/2	12/3	12/4
<i>As a player, I should be able to see the armor and weapons on my body, so I know what I can use at the moment/</i>	Fix view and controller to drag and drop equippable items onto character body	Kartikeya Sharma	4	2	0
<i>As a player, I should be able to see my first task via the initial popup when the game begins.</i>	Create a JOptionPane popup in Main that displays the first task that the user should complete.	Claudia Shrefler	1	0	0
<i>As a player, I should be able to select which player I would like to be from a given set of four characters.</i>	Create a JOptionPane popup that allows the user to select one of four characters.	Claudia Shrefler	1	0	0
<i>As a player, I can see my name integrated with notifications that come from the game that address the user.</i>	Modify getAttackMessage in RPGCharacter, search in Player, and trade in Player class; it took time to modify and make sense of which methods to modify.	Logan Stiles	2	0	0
<i>[Notable Internal Task: debugging]</i>	Fix equip/unequip bugs	Kartikeya Sharma	2	2	0
<i>As a player, I can see the room background image to know what room I'm in.</i>	Edit Room to allow for holding a background image	Logan Stiles	2	2	2
		Total Hours	12	6	2
Date	Actual Hours Remaining	Projected Hours Remaining			
12/2	12	12			
12/3	6	6			
12/4	2	0			

Sprint 5 Burndown Chart (Hours Remaining vs. Date)



Date	Actual Hours Remaining	Projected Hours Remaining			
11/3	134	134		Total Hours of Sprint 1:	42
11/4	121	129.6774194		Total Hours of Sprint 2:	24
11/5	109	125.3548387		Total Hours of Sprint 3:	30
11/6	99	121.0322581		Total Hours of Sprint 4:	26
11/7	92	116.7096774		Total Hours of Sprint 5:	12
11/8	92	112.3870968		Total Hours:	134
11/9	92	108.0645161		Hours/Day Estimate:	4.322580645
11/10	92	103.7419355			
11/11	92	99.41935484			
11/12	92	95.09677419			
11/13	79	90.77419355			
11/14	65	86.4516129			
11/15	65	82.12903226			
11/16	65	77.80645161			
11/17	65	73.48387097			
11/18	65	69.16129032			
11/19	65	64.83870968			
11/20	65	60.51612903			
11/21	65	56.19354839			
11/22	65	51.87096774			
11/23	65	47.5483871			
11/24	65	43.22580645			
11/25	51	38.90322581			
11/26	35	34.58064516			
11/27	35	30.25806452			
11/28	27	25.93548387			
11/29	18	21.61290323			
11/30	9	17.29032258			
12/1	9	12.96774194			

