ID PRIOR	RITY USER STORY												
SPRINT 1		NOTES 11/3 - 11/11	ESTIMATION STAT										
	As a player, I and NPCs												
	As a player, I and NPCs should have health, attack, and defense statistics and 1 have a fixed-sized inventory.		4 COMPLE										
1	As a player, I have the ability		4 COMPLE	:IE									
2	to search NPCs for items and 1 trade with NPCs.		2 COMPLE	TE									
	As a player, I can talk with and trade/get an item from both												
	trade/get an item from both non-hostile and hostile NPC 1 characters.												
3	1 characters. As a player, I can move		2 COMPLE	TE									
4	between rooms to complete 1 my quest.		2 COMPLE	TE.									
1	As a player I can have items		2 COMPLE										
	that help me complete quests by improving my statistics, such as increasing health,												
	attack, defense, or the size of												
5	1 my inventory. As a player, I can consume		2 COMPLE	ETE									
6	1 items to improve my statistics.		2 COMPLE	TE									
	As a player, I can equip a variety of items, such as												
7	weapon, shield, and armor, to 1 help me in battles.		2 COMPLE	TE									
	As a player, the room I am in is connected to adjacent												
8	rooms that allows me to move 1 around the map.		8 COMPLE	TF.									
	As a player, I can click on		2 23411 23										
9	doors leading to adjacent 1 rooms if they exist.		4 COMPLE	TE									
	As a player, I can move left, right, up, or down into other 1 rooms on the map.		<u> </u>										
10	1 rooms on the map. As a player, I can follow a		4 COMPLE	:TE									
11	story line to know how to 1 complete subsequent quests.		2 COMPLE	ETE									
	As a player, I can gather items from a room to add to my 1 items list.												
12	1 items list.		1 COMPLE	ETE									
40	As a player, I can trade items that will help me complete												
13	1 quests. As a player, I can talk with 1 friendly NPCs during quest.		1 COMPLE										
14	1 friendly NPCs during quest.		1 COMPLE	ETE									
15	As a player, I can fight hostile 1 NPCs to complete quests.		1 COMPLE	TE									
	As a player, I can loot hostile NPCs to gain items to add to												
16	1 my items list. As a player, I can have different chances of successful		1 COMPLE	TE									
17	different chances of successful 1 attacks		2 TODO										
	As a player, I can display what												
18	the NPCs say to me, so I know 1 what to do next.		1 COMPLE	ETE									
	As a player, I should be able to have a refreshing assortment												
19	of rooms every time I play the 1 game.		1 COMPLE	TE									
	As a player, buttons labeled with direction should indicate												
	which rooms adjacent to the current room are available to 1 be travelled to												
20 SPRINT 2	1 be travelled to												
OI IUIU Z		11/12 - 11/16	2 COMPLE	TE									
	As a player, I can see my	11/12 - 11/16	2 COMPLE	ETE									
	As a player, I can see my equipment and items, so I know what's available for me	Statistics, not updating											
21	know what's available for me 2 to use.	11/12 - 11/16 Statistics, not updating bug	2 COMPLE 4 COMPLE										
21	know what's available for me 2 to use. As a player, I can see my character's statistics, so I can	Statistics, not updating											
	know what's available for me 2 to use. As a player, I can see my character's statistics, so I can	Statistics, not updating	4 COMPLE	ETE									
21	know what's available for me 2 to use. As a player, I can see my character's statistics, so I can better prepare myself for battling with the various NPCs 2 in the game. As a player, I should be able to	Statistics, not updating bug	4 COMPLE	ETE									
	know what's available for me 2 to use. As a player, I can see my character's statistics, so I can better prepare myself for battling with the various NPCs 2 in the game. As a player, I should be able to see the name of the room at 2 the top of the screen.	Statistics, not updating bug	4 COMPLE	ETE									
22	know what's available for me 2 to use. As a player, I can see my character's statistics, so I can better prepare myself for battling with the various NPCs 2 in the game. As a player, I should be able to see the name of the room at 2 the top of the screen. As a player, I can see myself on the screen, so I know what	Statistics, not updating bug	4 COMPLE 1 COMPLE	ETE									
22	know what's available for me As a player, I can see my character's statistics, so I can character's statistics, so I can betting with the various NPCs I in the game. As a player, I should be able to see the name of the room at 2 the top of the screen. As a player, I can see myself on the screen, so I know what As a player, I can see myself	Statistics, not updating bug	4 COMPLE	ETE									
22 23 24	know what's available for me 2 to use. As a player, I can see my character's statistics, so I can better prepare my self for the screen. As a player, I can see myself on the screen, so I know what I my character is doing. As a player, I can see efferent image to definerent IMPCs to	Statistics, not updating bug	4 COMPLE 1 COMPLE 2 COMPLE	ETE ETE									
22	know what's available for me 2 to use. As a player, I all an see my abelly replayed and the player of can better prepare myself for betting with the various NPCs in the game. As a player, I can see myself on the screen, or show what 2 my character is doing. As a player, I can see efficient distinguish between the rooms 2 Tm in.	Statistics, not updating bug	4 COMPLE 1 COMPLE	ETE ETE									
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34	As a player, I should be able to see my statistics and the NPC in the room's statistics visually 3 represented as a status bar		COMPLETE								
35	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 3 statistics change.	2									
36	As a player, I should be able to drag and drop items into and 3 out of my inventory	8									
37	As a player, I should be able to see a visual on the screen representing that an attack is	4									
38	3 taking place. As a player, I should be able to hear sounds representing that 3 an attack is taking place.	4									
SPRINT 4	3,	11/27 - 12/2									
39	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 4 confusing	4	COMPLETE								
40	As a player, I should hear sound effects throughout the game to enhance what's 4 happening	1	COMPLETE								
41	As a player, I can trade and search items to allow me to 4 complete my task.	1									
42	As a player, I can see myself on the screen, so I know what 4 my character is doing.	4	COMPLETE								
43	As a player, I can equip my 4 items to help me in battles.	4	COMPLETE								
44	As a player, I can follow a story line to know how to 4 complete my quest.	4									
45	As a player, I can trade and search items to allow me to 4 complete my task.	1	COMPLETE								
SPRINT 5		12/2 - 12/4									
46	As a player, I should be able to see the armor and weapons on my body, so I know what I 5 can use at the moment/	4	COMPLETE								
47	As a player, I should be able to see my first task via the initial 5 popup when the game begins.	1									
48	As a player, I should be able to select which player I would like to be from a given set of four 5 characters.	1	COMPLETE								
49	As a player, I can see my name integrated with notifications that come from the game that address the 5 user.	2	COMPLETE								
50	As a player, I can see the room background image to 5 know what room I'm in.	2	TODO								