| USER STORY | TO DO | IN PROGRESS | TESTING | COMPLETE | HOURS SPENT | DATE OF COMPLETION |
|---|---|---|---|---|---|---|
| **SPRINT 1** | | | | | | **11/3 - 11/7** |
| *As a player, I can talk with and trade/get an item from both non-hostile and hostile NPC characters.* | | | | Create NPC class | 2 | 11/3 |
| *As a player, I can equip a variety of items, such as weapon, shield, and armor, to help me in battles.* | | | | Create EquipmentType enum | 2 | 11/3 |
| *As a player, I can equip a variety of items, such as weapon, shield, and armor, to help me in battles.* | | | | Create Equipment class | 1 | 11/3 |
| *As a player, I can move between rooms to complete my quest.* | | | | Create Room class | 1 | 11/3 |
| *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.* | | | | Create Item class | 1 | 11/4 |
| *As a player, I can consume items to improve my statistics.* | | | | Create ConsumableItem class | 1 | 11/4 |
| *As a player, I and NPCs should have health, attack, and defense statistics and have a fixed-sized inventory.* | | | | Create RPGCharacter class | 1.5 | 11/4 |
| *As a player, I have the ability to search NPCs for items and trade with NPCs.* | | | | Create Player class | 1 | 11/5 |
| | | | | Write javadocs for methods that currently don't have them | 1.5 | 11/5 |
| | | | | Ensuring that our Git branching is correct to allow us to proceed in the project | 2 | 11/6 |
| *As a player, I can move left, right, up, or down into other rooms on the map.* | | | | Writing the initial controller to allow the user to interact with the view travel buttons and npc | 10 | 11/6 |
| *As a player, I can click on doors leading to adjacent rooms if they exist.* | | | | Changing the skeleton View of the MVC to create the view that the user will see and interact with | 7 | 11/6 |
| *As a player, I can move left, right, up, or down into other rooms on the map* | | | | Center travel buttons in GUI | 1 | 11/6 |
| *As a player, I can follow a story line to know how to complete my quest* | | | | Creating Initial Story Line: Create initial story line for first few interactions that the player has in the initial starting room | 3 | 11/6 |
| *As a player, I can follow a story line to know how to complete subsequent quests.* | | | | Write Story and RoomContents classes | 3 | 11/7 |
| *As a player, I can see the Room name of the current room I'm in so I can understand my relation to the map and story of the game* | | | | Fix controller to see room name | 0.1 | 11/7 |
| *As a player, I can display what the NPCs say to me, so I know what to do next.* | | | | Fix controller to print NPC's name before its dialog | 0.1 | 11/7 |
| *As a player, I can display what the NPCs say to me, so I know what to do next.* | | | | Handling events of clicking on the NPC and having NPC dialogs appear at bottom of screen | 1 | 11/7 |
| | | | | Merging branches into product increment 1 and resolving conflicts, including planning the merge | 2 | 11/7 |
| | | | | Change parent folder name from csci205finalproject to csci205FinalProject when creating the first product increment | 0.5 | 11/7 |
| **SPRINT 2** | | | | | | **11/12 - 11/14** |
| *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.* | | | | Encapsulated item statistics within ItemStatistics | 0.5 | 11/12 |
| | | | | Organized directory for img in project folder (file organization) and setup image import | 1 | 11/12 |
| | | | | Moved dynamic MVC functionality to Controller | 3 | 11/12 |
| | | | | Created private classes for event handlers in Controller | 0.5 | 11/13 |

| User Story | Task | Estimate | Date |
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| 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. | Encapsulated the statistics of a character in RPGCharacterStats | 0.5 | 11/13 |
| | Encapsulated contents of the room in RoomContent | 0.5 | 11/13 |
| As a player, I can see different images for different NPCs to distinguish between the rooms I'm in. | Paired NPC with an ImageView for the NPC in a wrapper NPCImageWrapper | 1.5 | 11/13 |
| As a player, I can see different images for different NPCs to distinguish between the rooms I'm in. | Make every NPC associated with an image | 2 | 11/13 |
| | Method rename refactoring to RoomContent | 0.25 | 11/13 |
| As a player, I can display what the NPCs say to me, so I know what to do next. | Changed NPC dialogue to implement list and iterator rather than restrictive setup of two dialogues | 1 | 11/14 |
| As a player, I can display what the NPCs say to me, so I know what to do next. | Make wrapper class for NPC | 1 | 11/14 |
| | Solidify game design | 2 | 11/14 |
| As a player, I can see different images for different NPCs to distinguish between the rooms I'm in | Set different images for different NPCs | 1 | 11/14 |
| As a player, I can follow a story line to know how to complete my quest | Changed story to implement Singleton | 0.5 | 11/14 |
| | Clean up javadocs/attribution took an hour | 1 | 11/14 |
| **SPRINT 3** | | | **11/24 - 11/26** |
| As a player, I can see doors and arrows on the screen to know where the rooms around me are | created arrow buttons and added them to the center pane, replacing the travel buttons in the right pane | 2 | 11/24 |
| As a player, I can see doors and arrows on the screen to know where the rooms around me are | made travel arrows transparent when not hovering over them with the mouse | 1 | 11/24 |
| | created buttons and added them to the right pane | 1 | 11/24 |
| | moved methods in the consumableItem and Equipment class to the RPGCharacter class | 0.5 | 11/24 |
| | Changed story dialogue | 3 | 11/24 |
| | Change rooms to hold a background image | 1 | 11/24 |
| | Fix attack method so things can't be killed in one hit | 0.5 | 11/25 |
| As a player, I am able to pick a player to allow me to portray a specific student | Manually create characters and players | 3 | 11/25 |
| As a player, I can see doors and arrows on the screen to know where the rooms around me are | Handle animation in View | 2 | 11/25 |
| | Write the user manuals | 3 | 11/25 |
| | Added tooltips in View and ItemImageViewWrapper | 2 | 11/26 |
| As a player, I can see doors and arrows on the screen to know where the rooms around me are | Add door images so that the player can walk to them | 2 | 11/26 |
| As a player, I have a visual of the items in the room to know what the item is | Draw pictures for images | 2 | 11/26 |
| As a player, I can see my inventory to know what items I am able to use | Handle interaction with Inventory button | 2 | 11/26 |
| As a player, I can see my inventory to know what items I am able to use | Displaying inventory | 2 | 11/26 |
| | Death check with attack button | 1 | 11/26 |
| As a player, I am able to pick a player to allow me to portray a specific student | Make intro screen in RPGMain that allows user to pick character and describes game | 2 | 11/26 |
| 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 | Update player statistics | 2 | 11/26 |
| **SPRINT 4** | | | **11/27 - 11/30** |
| As a player, I am able to pick a player to allow me to portray a specific student | Write intro screen for JOptionpane | 1 | 11/27 |
| As a player, I can see myself on the screen so that I know what my character is doing | Model players using panes | 3 | 11/27 |
| As a player, I should hear sound effects throughout the game to enhance what's happening | Add sound effect to attack button | 2 | 11/28 |

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| *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* | | | Attack button shouldn't be clickable if there's another thread running | 1 | 11/28 |
| *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* | | | Check for if user or boss is dead when running entire game in attack method | 0.5 | 11/28 |
| *As a player, I can trade and search items to allow me to complete my task* | | | Displaying items on the screen | 8 | 11/29 |
| *As a player, I can equip my items to help me in battles* | | | Have equipment automatically swap when user picks up new item | 3 | 11/29 |
| | | | MAKE JUNIT TESTS | 4 | 11/29 |
| *As a player, I can trade and search items to allow me to complete my task* | | | Add trade and search functionality | 0.5 | 11/29 |
| | | | Drag and drop characters | 3 | 11/30 |
| *As a player, I can follow a story line to know how to complete my quest* | | | Code tasks to move story along | 6 | 11/30 |
| **SPRINT 5** | | | | | **12/2 - 12/4** |
| Internal task | | | Fix unequip bug | 0.5 | 12/2 |
| *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* | | | Fix view and controller to drag and drop equippable items onto character body | 4 | 12/2 |
| *As a player, I should be able to see my first task via the initial popup when the game begins.* | | | Create a JOptionPane popup in Main that displays the first task that the user should complete. | 1 | 12/3 |
| *As a player, I should be able to select which player I would like to be from a given set of four characters.* | | | Create a JOptionPane popup that allows the user to select one of four characters. | 1 | 12/3 |
| *As a player, I can see my name integrated with notifications that come from the game that address the user.* | | | 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. | 2 | 12/4 |
| *As a player, I can see the room background image to know what room I'm in.* | Edit Room to allow for holding a background image | | | 2 | 12/4 |