						DATE OF								
USER STORY SPRINT 1	TO DO	IN PROGRESS	TESTING	COMPLETE	HOURS SPENT	COMPLETION 11/3 - 11/7								
As a player, I can talk with and trade/get an item from both non-						11/3-11/1								
item from both non- hostile and hostile														
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										
battles. As a player, I can				enum	2	11/3								
equip a variety of														
weapon, shield, and armor, to help me in				Create Equipment										
As a player, I can move between rooms				class	1	11/3								
to complete my guest				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														
me complete quests by improving my														
increasing health,														
the size of my inventory.				Create Item class	1	11/4								
As a player, I can consume items to improve my statistics.														
improve my statistics. As a player I and				Create ConsumableItem class	1	11/4								
As a player, I and NPCs should have health, attack, and														
defense statistics and have a fixed-sized				Create RPGCharacter										
inventory. As a player, I have the ability to search				class	1.5	11/4								
the ability to search NPCs for items and trade with NPCs.				Create Player class	1	11/5								
trade with NPCs.				Write javadocs for		11/5								
				Write javadocs for methods that currently don't have them Ensuring that our Git	1.5	11/5								
				allow us to proceed in the project	2	11/6								
As a player, I can move left, right, up, or down into other				Writing the initial controller to allow the user to interact with the view travel buttons and										
down into other rooms on the map.				npc	10	11/6								
As a player, I can				Changing the skeleton View of the MVC to create the view that the user will see and										
click on doors leading to adjacent rooms if they exist.				create the view that the user will see and interact with	7	11/6								
As a player, I can				interact with	- '	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								
				Creating Initial Story										
As a player, I can follow a story line to know how to				line for first few interactions that the										
complete my quest				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				Rouli Contents dasses	3	1111								
As a player, I can see the Room name of the current room I'm in so I can understand my relation to the														
				Fix controller to see										
game As a player, I can				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	0.1	11/7								
know what to do next.				dialog Handling events of	U.1	107								
As a player, I can display what the NPCs say to me, so I				clicking on the NPC and having NPC dialogs appear at										
know what to do next.				bottom of screen Merging branches into	1	11/7								
				product increment 1 and resolving conflicts, including planning the										
					2	11/7								
				Change parent folder name from										
				csci205finalproject to csci205FinalProject when creating the first product increment										
SPRINT 2				product increment	0.5	11/7								
As a player I can see														
my character's statistics, so I can better prepare myself														
various NPCs in the				Encapsulated item statistics within										
game.				ItemStatistics Organized directory for img in project folder (file	0.5	11/12								
				img in project folder (file organization) and setup image import	1	11/12								
				Moved dynamic MVC	<u>'</u>	1012								
				functionality to Controller	3	11/12								
				Created private classes for event handlers in Controller	0.5	11/13								
					2.0									

As a player, I can see									
my character's									
hetter prepare myself									
for battling with the	Encapsulated the								
As a player, I can see my character's statistics, so I can better prepare myself for battling with the various NPCs in the	statistics of a character in RPGCharacterStats	0.5	11/13						
game.	in KPGCharacterStats	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	Paired NPC with an								
distinguish between the rooms I'm in.	in a wrapper								
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									
As a player, I can see different images for different NPCs to	Make every NPC								
	Make every NPC associated with an image								
the rooms I'm in.	image	2	11/13						
	Method rename refactoring to								
	RoomContent	0.25	11/13						
	Changed NPC dialogue								
As a player, I can display what the NPCs say to me, so I know what to do next.	to implement list and								
NPCs say to me, so I	iterator rather than restrictive setup of two								
know what to do next.	dialogues	1	11/14						
As a player, I can									
As a player, I can display what the NPCs say to me, so I know what to do next.	Make wrapper class for NPC								
know what to do next.	NPC	1	11/14						
	Solidify game design	2	11/14						
As a player, I can see									
As a player, I can see different images for different NPCs to									
distinguish between	Set different images for		11/14						
the rooms I'm in	different NPCs	1	11/19						
As a player, I can follow a story line to									
know how to	Changed story to implement Singleton	0.5	11/14						
complete my quest	Implement Singleton	0.5	11/14						
	Clean up javadocs/attribution								
	took an hour	1	11/14						
SPRINT 3		11/24 - 1	11/26						
As a player, I can see	created arrow buttons								
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								
where the rooms	the travel buttons in the	2	11/24						
As a player I can see	rigit parie	2	1024						
As a player, I can see doors and arrows on	made travel arrows								
the screen to know	transparent when not								
where the rooms around me are	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								
	Equipment class to the								
	Changed story dialogue	0.5	11/24 11/24						
	Change rooms to hold	3	11/24						
	Change rooms to hold a background image	1	11/24						
	Fix attack method so things can't be killed in								
	things can't be killed in one hit	0.5	11/25						
As a player I am able	one nit	0.5	11/25						
As a player, I am able to pick a player to allow me to portray a									
allow me to portray a specific student									
	Manually create	2	11/25						
	Manually create characters and players	3	11/25						
As a player, I can see doors and arrows on	Manually create characters and players	3	11/25						
doors and arrows on the screen to know	characters and players	3	11/25						
doors and arrows on the screen to know where the rooms around me are	characters and players	3							
doors and arrows on the screen to know where the rooms around me are	characters and players Handle animation in View		11/25						
doors and arrows on the screen to know where the rooms around me are	characters and players Handle animation in View Added toollins in View	2							
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As a player, I should 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 should be able to click the attack button I 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 compilete 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		11/30								
SPRINT 5	story along		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 nodifications that come from the game that address the user.	Modify getAttackMessage in RP/GCharacter, 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 allow for holding a room I'm in.		2	12/4								