

Sprint 2 Planning

Hagglers

Team Roles

Product Owner: Stella Yang

Scrum Master: Jackson Stone

Coding Monkey: Justin Abraham, Victor Pan, Griffith Thomas, Nick Anaya, Emmie Teng

Goals For This Sprint

This sprint will focus on improving some features from the last sprint to be more user-friendly and introducing game mechanics that allow the user to make progress and advance to the next level. This includes allowing users to trade with NPCs in order to save up for later items and allowing them to use these earned items to purchase a ticket to a new world.

For this Sprint, we plan on:

- Implementing offers and counter-offers with NPCs
- Giving the user a “shopping list” to work towards
- Allowing the user to purchase a rocket ticket to the next world
- Improving admin CRUD operations implemented during sprint 1

Division of Features:

- Stella - Write Scenarios and validate pull requests
- Jackson - Facilitate meetings and write documents

User Stories

#	Feature	Description	Points	Owner(s)	Tasks
1	Counter offer to NPC	As a player so that I can get a better deal I want to counter offer the npc with my own items and quantity	3	Nick	<ul style="list-style-type: none">• Tests (2.5 hrs)• Add counter offer methods in player model (1 hr)• Update player validations (0.5 hrs)• Modify NPC trade logic (1 hr)• Update NPC validations (0.5 hrs)• Update item attributes (0.5 hrs)• Update item relationships (0.5 hrs)

					hrs) <ul style="list-style-type: none"> • Implement inventory management for counter offers (1.5 hrs) • Validate counter offers (0.5 hrs) • Integrate player and NPC models (1 hr) • Implement/update counter offer UI (0.5 hrs) • Integrate frontend with backend (0.5 hrs)
2	Improve Inventories "new"	As an admin so that I can make a new inventory entry without knowing the name of the item and character I want to be able to select the item and character from a drop down	1	Griffith	<ul style="list-style-type: none"> • Update Tests (2 hrs) • Change "item" field to a drop-down (2 hr) • Change "character" field to a drop-down (0.5 hr) • Validate "quantity" field to ensure it is greater than zero (0.5 hr)
3	Improve nonplayers new and edit	As an admin so that I can make a new nonplayer character without knowing the database id of the item I want to be able to select the item from a drop down	1	Griffith	<ul style="list-style-type: none"> • Update tests (1 hr) • Change "item" field to a drop-down (0.5 hr)
4	Accept an offer from an NPC	As a player so that I can work towards getting the	2	Justin	<ul style="list-style-type: none"> • Cucumber tests (2.5 hrs) • RSpec tests (2.5 hrs) • Create trading logic for decrementing from inventory

		items I want I want to be able to accept a trade offer from an npc			(1 hr) <ul style="list-style-type: none"> Integrate front end with back end (1 hr)
5	Rocket shopping list	As a player So that I have an incentive to get items I want to have a list of items to acquire as a game objective	2	Victor	<ul style="list-style-type: none"> Write RSpec tests (3 hrs) Implement Cucumber tests (3 hrs) Create shopping list for level 1 (1 hr) Display shopping list on front-end (2 hrs) Add check to see if Player has item (1 hr) Add indicator to front-end if Player has item (2 hrs)
6	Purchase rocket button	As a player so that I can progress to a new world I want to buy a ticket and see a new scene/town + have new interactions available to me	2	Emmie	<ul style="list-style-type: none"> Cucumber and rspec tests (6 hrs) Add routes for new town (1 hr) Check whether player has enough items (2 hr) Change the player's level in the database (1 hr) Render the correct town based on the players level (4.5 hr)
7	View item values in world 2+	As a player so that I can learn how monetary value influences trades I want to see the items' values in my own inventory and the npc's inventory	1	Emmie	<ul style="list-style-type: none"> Cucumber and rspec tests (4 hrs) Detect whether the current player is in world 2+ (2 hr) Change the view to have a conditional attribute display (1.5 hr)

Project Links

Deployment: <https://fin-lit-quest-65cfa09cddc8.herokuapp.com/>

Github: <https://github.com/teamup-apps-for-good/fin-lit-quest>

Project Tracker: <https://www.pivotaltracker.com/n/projects/2687724>

Slack: <https://hagglerdev.slack.com>