

User stories completed during sprint 1:

- User can create tasks that will show on the “to-do” list
- User can complete tasks (which will either be marked as done or removed)
- User can delete tasks (which will remove them from the list)
- User can “undo” a completed task, if pressed on accident
- User can see past, completed tasks based on the date they were completed on

## Sprint 2 goals:

- Main focus: UI Improvements and Additions
  - Design a UI to show tasks clearly, with buttons for different actions
  - Implement the Coach window with reactive dialogue
  - Implement cosmetic reactive effects like confetti
  - Implement basic customizable styling options for tasks, coach, etc.
  - Add a coins system where the user gains coins based on the difficulty of completed tasks
  - Implement a shop where a user can buy styling options, other cosmetics/Coach lines, etc. with coins
  - Implement a menu where the user can “equip” owned cosmetics
- Backend:
  - Add general date functionality, with per-date task views
  - Add support for cosmetics/styles, owned styles, and other user attributes to be stored for each user (?)
  - Add pivot tables/tags for tasks
- Stretch goals:
  - Implement functionality for recurring tasks
  - Sort tasks by category like name, tag, difficulty, etc.

Completed story points by the end of sprint 2:

ID	Description
4	User can see past, completed tasks based on the date they were completed on

5	User can gets coins from completing tasks
6	User can set a task's difficulty, changing the number of coins they get
7	User can buy items from the shop using coins
8	User will see a COACH that reacts when they complete a task
9	User can prompt the COACH who will comment on their task completion
10	User can buy effects that occur when they complete a task (confetti, air-horn, etc.)
11	User can change the COACH background (bought with coins)
12	User can customize what the COACH looks like (bought with coins)