**Team Dragon**

**Dungeon and Dragon Game Helper Site**

**Implemented user stories in iteration 01**

In the Dungeon and Dragon helper site, we had 21 user stories. We implement 15 of them completely in iteration 1 and part of one user stories (US 12). “US 12” (building the player character sheet) is the most important and time consuming part of this project. We have implemented the view and the controller for that user story. All we need to do now is to provide necessary information from the game manual so that the user can build the player character without having to rely on the user manual. We have planned to complete this user story along with the others in the iteration 2. The user stories implemented in this iteration are given below:

**US1**

Title: Login/logout user

Description: As a user, I should be able to login and logout from the application

**US2**

Title: Create new user

Description: As an anonymous user, I should be able to create a new user so that I can login into the application.

**US3**

Title: Create a game

Description: As a user, I should be able to create new game and I will be the dungeon master of that game so that I will be able to manage the game and the players.

**US4**

Title: Join a game

Description: As a user, I should be able to join in an active game as a player character so that I can manage my character.

**US5**

Title: View games-in-progress

Description: As a user, I should be able to see a list of active games.

**US6**

Title: View game details

Description: As a user, I should be able to view details of a game.

**US7**

Title: Print a character sheet

Description: As a dungeon master or player character, I should be able to print character sheet.

**US8**

Title: View inventory

Description: As a dungeon master or player character, I should be able to view inventory.

**US9**

Title: Buy or sell items

Description: As a player character, I should be able to buy or sell items.

**US10**

Title: Update game skills

Description: As a player character/dungeon master, I should be able to update my game skills when I have sufficient experience points to level up.

**US 12**

Title: Build player character

Description: As a user, I want to build a player character so that the player can use the character sheet.

*(Player character view and edit is implemented. All other necessary information (building a dictionary from the manual and filling out the form accordingly) to build player characters will be implemented in iteration 2)*

**US13**

Title: Invite players

Description: As a dungeon master, I should be able to send invitation to players to join a game.

**US14**

Title: Update game details

Description: As a dungeon master, I should be able to update game details so that I can keep track of the game in progress.

**US15**

Title: Remove player

Description: As a dungeon master, I should be able to remove any player from the game.

**US17**

Title: Leave game

Description: As a player character, I should be able to leave the game.

**US18**

Title: Delete game

Description: As a dungeon master, I should be able to delete game for which I am a dungeon master.