**Team Dragon**

**Dungeon and Dragon Game Helper Site**

**Implemented user stories in iteration 02**

In the Dungeon and Dragon helper site, we had 21 user stories. We implemented 15 of them completely in iteration 1 and now completed remaining 5 user stories in iteration 2. “US 5” (building the player character sheet) is the most important and time consuming part of this project. We implemented the view and the controller for that user story in the iteration 1. In this iteration 2, we implemented the functionality that provided necessary information from the game manual through ajax-powered auto-population based on race, class and background selection. This now enables a user to build the player character without having to rely on the user manual. The user stories implemented in this iteration are given below:

**US1**

Title: View inventory

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

**US2**

Title: Assign achievement

Description: As a dungeon master, I should be able to assign achievements to player characters.

**US3**

Title: Reveal/hide attributes

Description: As a player character, I should be able to choose what attributes to reveal and what to hide in my player character sheet.

**US4**

Title: View known player character sheet details

Description: As a player character, I should be able to view only known (revealed) attributes of any player in his character sheet.

**US 5**

Title: Build player character

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

*(continued from Iter1)*

**US6**

Title: View every player character sheet detail

Description: As a dungeon master, I should be able to view both known and hidden attributes of any player it his character sheet.

**US7**

Title: Assign experience points

Description: As a dungeon master, I should be able to assign experience points to player characters.

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