Sprint 2 Plan
D&D Character Builder

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Goal: Database skills, and abilities as well as integrating all separate modules into one working product. We aim to have the character creation process mostly functional by the end of the sprint.

User story 1: "As a programmer I want to have all stuff encoded into the program." (K) (Andrew)
- ○ Database Races (5 hours)
- ○ Database Classes (4 hours)
- ○ Database Backgrounds (4 hours)

User story 2: "As a user I want to be asked questions that generate a character" (5) (Seth and John)
- ○ Finish Experienced Questionnaire
- ● "As a new user I want to be asked questions recommend a character." (5)(5 hours)
  - ○ Finish Questionnaire
- ● "As a programmer I want to create a backbone for the character questionnaires." (8)(8 hours)
  - ○ Create backbone
  - ○ Research good technique

User story 3: "As a user I want to have multiple characters are saved." (8) (Alex)
- ○ Get multiple characters to save.(2 hours)
- ○ Transfer (2 hours)
- ○ Save(2 hours)
- ○ Load & Populate(2 hours)

User story 4: "As a designer I want to have all the information on the character sheet represented in a quick and clean way." (5) (Andrew, Kevin) (5 hours)
- ○ Figuring out magic

User story 5: "As a programmer I want to implement the character sheet" (K) (Kevin)
- ● Create items page (3 hours)
- ● Create background page (3 hours)
- ● Create abilities page (3 hours)

- Create final stat page (3 hours)
- Link pages together (1 hour)