DnDCity

Lightweight Project Plan

# Project Overview

This project deals with the popular tabletop RPG Dungeons and Dragons, or DnD. Anyone who has ever played DnD knows how frustrating it can get to manage your characters, campaigns, even just get together and just play. DnDCity aims to fix that. DnDCity is a website that uses multiple pages and forms where people can come and organize DnD campaigns, create and manage characters, items, or even campaigns.

The users of the website can be divided into three distinct categories: the Campaign Creator, the Game Master (or DM as he is sometimes referred to), and the Player. The Campaign Creator is the person who initially organizes the group of players to form campaign parties. The Game Master is the person who directs the game play, and determines the outcomes of players actions. finally, the Player is the person who determines the actions of one or more characters in the game itself.

# Team Organization

Anarchic Team structure based on the fact that we trust each other.

# Software Development Process

The development will precede using very simple process model that uses elements of Boehm's spiral process [Boehm-1988], iterative process models, and agile software development. The following table shows the entrance and exit criteria for these phases.

|  |  |  |
| --- | --- | --- |
| **Phase** | **Iteration** | **Tentative Exit Criteria** |
| 1. | Phase 1 -  Project Planning | Project selected, plan completed, team organized, configuration management in place |
| 2. | Phase 2 -  Requirement Capture and Analysis | A common understanding of requirements and system analysis captured in meaning documentation  A prototype complete that helped improve understanding of requirements |
| 3 | Phase 3 -  Architectural, UI, and DB Design | A system design that satisfies the requirements  A prototype that explores a design alternative |
| 4 | Phase 4 -  Detailed Design, Implementation, and Unit Testing | Initial implementation (60% - 80% of the functionality) with some unit test cases) |
| 5 | Phase 5 -  Implementation and Testing | Final implementation and Testing |

For analysis and high-level design activities, we will use a conceptual-model language, called *Unified Modeling Language* (UML). The UML is expressive and semi-formal. Its expressiveness allows it to describe a wide range of concepts in both the problem and solution domains. Its formalism is rooted in a meta-model that describes its syntax and some of its semantics.

# Communication policies and procedures

Email, github, meeting Mon, Wed, Fri between 11:30 and 1:00, as well as talking in/after class.

# Initial work breakdown schedule

|  |  |  |
| --- | --- | --- |
| **Category / Task** | | Estimate |
|  |
|  |  |  |
| **Web Framework** |  | 113.8333 |
|  | User Interface (HTML Pages) | 15 |
|  | enable email verification | 1.5 |
|  | enable email invites | 1.5 |
|  | *Integration* | 95.83333 |
|  |  |  |
| **Features Implamentation** |  | 370 |
|  | User | 50 |
|  | Character |  |
|  | Game Master | 50 |
|  | Campaign Owner |  |
|  | *Integration* | 270 |
|  |  |  |
| **Project 95% Confidence** |  | 483.8333 |

A description...

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# Hardware and Software resources

We will be deploying our application to the Heroku web deployment service.

Heroku provides the Web Server infrastructure, including a Postgresql Database.

Our web framework will be Ruby on Rails, using Haml and Sass for our html and css template shorthand, RSpec and Cucumber with Capybara for our unit and acceptance testing.

Javascript with JQuery may/will be used to enhance the user experience in the browser.

# Configuration Management

We will be using Github for our source code repository, Task/Issue management, and documentation wiki.

# Change Log

|  |  |  |  |
| --- | --- | --- | --- |
| Date | Description of Change | Review by | Review on |
| Jan 17 | Initial Draft | Jan 17 | Jan 17 |