

PROJECT Bubba’s

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DeSales University

CS356

**Team Project Bubba’s Sprint 4 Planning Document**

# Sprint overview

## Overview

Cleaning up code to polish off what we have

## Team Leader

Dennis Lupn

## Scrum master

Cameron Germano

## Risks/Challenges

Combining the code

# Current sprint detail

## User story

*As I select a class and race, my character should have stats unique to my selection (task 1).*

*As I level up I should be able to customize my character’s stats (task 2).*

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Add default stats for each class | 1 hr | Dennis Lupin |
| Combine stat customization code into project | 3hr | Dennis Lupin |
|  |  |  |

### Acceptance criteria

If the user selects a human wizard, their selection will give them stats that are unique to them.

If the user levels up, the user can choose one of their stats to upgrade.