Sprint 4 Plan

dndsip.ga by dndsip: V 1.0.0

Complete on November 18th, 2018. V.1.0 - Last revised November 18th 2018.

Goal: Our goal for this sprint is to implement unit testing, implement the DM tools, and finish saving/loading character sheets from last sprint.

Sprint 4	
User Stories (Priority Ordered)	*Story Points*
Sprint 4	83 (total)
As a DM, I would like to have a space for me to input initiative rolls and then have those rolls sorted, and then I would like to be able to tell which turn I am on so that I can do this easily.	8
As a DM, I would like to have a space to take notes which supports a custom markdown language (the markdown language only needs bullet points, bold, and italics) so that I can keep track of information about my players.	13
As a player, I would like to load an existing character sheet.	8
As a player, I would like to save a character sheet I am working on.	13
As a developer, I would like unit testing implemented in the character sheet so that I can validate the JS and DB storage	21
As a developer, I would like unit testing implemented in the registration page to make sure that it properly stores users and rejects invalid input	5
As a developer, I would like unit testing implemented on the login page so that I can	5

validate that users are able to login based on what is in the database	
As a developer, I would like unit testing implemented in the DM tools so that I can make sure that notes are saving correctly and the initiative tracker works properly.	5
As a developer, I would like unit testing implemented in the character selection page so that I can make sure that a blank sheet with a unique id is being created.	5

Task Listing:

1) As a DM, I would like to have a space for me to input initiative rolls and then have those rolls sorted, and then I would like to be able to tell which turn I am on so that I can do this easily.
   a) Create HTML and CSS for a column which will hold the initiative tracker.
   b) Create a form which inserts a new user or NPC into the column in sorted order and colors that box red if they check the "enemy" checkbox and blue otherwise.
   c) Create a button which shifts to the next turn in the list.
2) As a DM, I would like to have a space to take notes which supports a custom markdown language (the markdown language only needs bullet points, bold, and italics) so that I can keep track of information about my players.
   a) Create text box with markdown or use some other tool…
   b) Add php to save this data to database (add data sanitation)
   c) Add php to load this data from database
3) As a player, I would like to load an existing character sheet.
   a) Create php which opens a new character_sheet.php page and uses a session variable to load all of the data for a particular user into the correct places.
4) As a player, I would like to save a character sheet I am working on.
   a) Create tables to store all of the data in the database.
   b) Create name tags for all elements in the page.
   c) Create php which saves all of the php elements to the database

5) As a developer, I would like unit testing implemented in the character sheet so that I can validate the JS and DB storage
   a) Create tests to check if skills update correctly
   b) Create tests to check if stat modifiers are calculated properly
   c) Create tests to check if proficiency is updated correctly
   d) Creates tests to check if data is being saved correctly
   e) Create tests to check if data is loaded correctly
   f) Create tests to check if loaded data is handled properly
6) As a developer, I would like unit testing implemented in the registration page to make sure that it properly stores users and rejects invalid input
   a) Make sure that the input a user puts into the form is not saved into the database if the input is not valid
   b) Make sure that the input a user puts into the form is saved into the database properly when the input **is** valid
7) As a developer, I would like unit testing implemented on the login page so that I can validate that users are able to login based on what is in the database
   a) Make sure that the user can login to their account
   b) Make sure that user session variable is stored as expected
8) As a developer, I would like unit testing implemented in the DM tools so that I can make sure that notes are saving correctly and the initiative tracker works properly.
   a) Test that characters can be added to initiative
   b) Test that sorting occurs by roll value
   c) Test that 'next turn' progresses turn order to next character in list
   d) Test that highlighting for enemies/allies is functional
   e) Test that text box loads data
   f) Test that text box saves data
9) As a developer, I would like unit testing implemented in the character selection page so that I can make sure that a blank sheet with a unique id is being created.
   a) Test that a new character ID is added to the database
      i) Get biggest C-ID, create, then test new C-ID = old + 1?
   b) Test that additional form fields are not populated/session vars not populated?
   c) Check that username *does* get populated, however.

Team Roles:

Michael Hypnarowski: Product Owner

Allan Wong: Scrum Master

Connor (Robert Sanders): Developer

Jensen Li: Developer

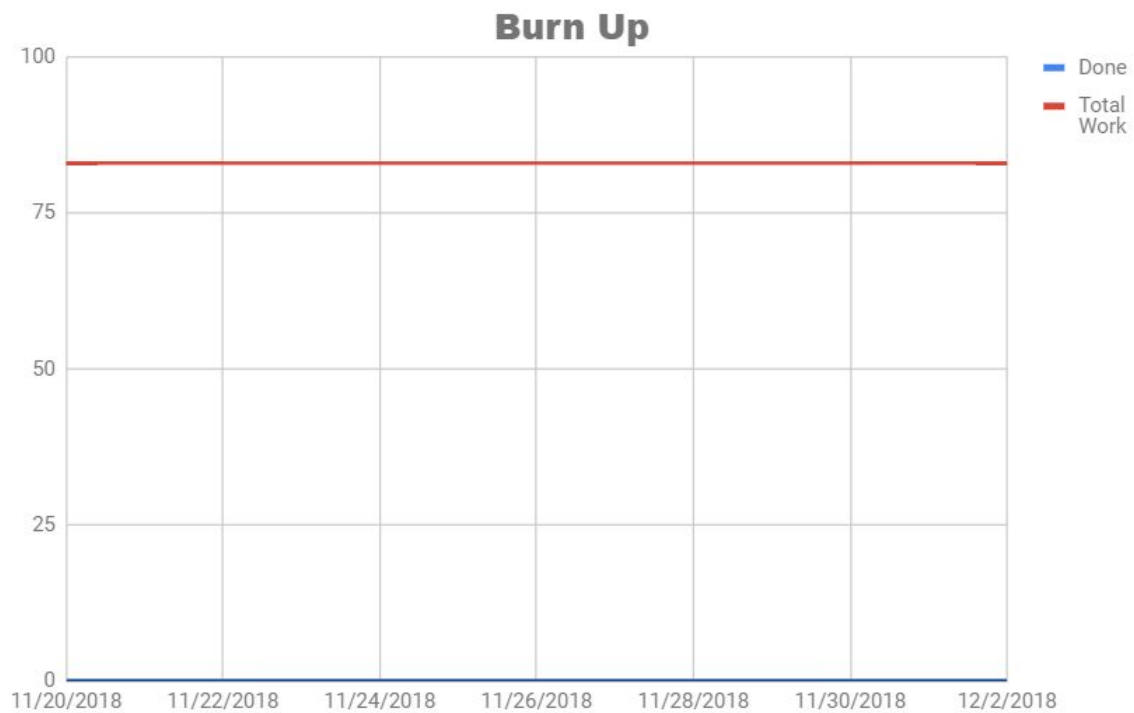Viren Singh: Developer

Initial Task Assignment:

Michael: 4c

Allan: 5

Connor: 5a

Jensen: 3

Viren: 1

Initial Burnup Chart:

Initial Scrum Board

Scrum Times:

Day	Time	Location
Tuesday	6:00pm	Jack Baskin 316
Thursday (TA meeting)	6:00pm	Jack Baskin 316
Sunday	10:00am	Jack Baskin 316