

## **Sprint Plan 1**

### **HEADER**

**Product Name:** Dragon Circle

**Team Name:** Dragon Scrum

**Release Name:** DragonCircle v0.1

**Expected Release Date:** April 28th

### **Sprint 1 Goals:**

1. A text chat environment on the browser between multiple people
2. The ability for each user to chat via microphone and/or webcam
3. The ability for each user to roll dice inside the chat environment and see each other's rolls.
4. Some form of logging in or choosing a name for the session.
5. Storing the log of chat messages and dice rolls in the database
6. Load game log when session starts.
7. A way to clear the log for debugging
8. Interface - new messages appear at the bottom of the chat
9. Scrolling

### **Task Listing by User Story**

As a user, I want to choose a name and chat with my buddies so I can communicate with the other players. (13 total hours to implement)

1. Set up web server - 2 hours
2. Set up database with Changes API as the Data Stream is used- 2 hours
3. Set up alias/login to store in database - 3 hours
4. Implement log clearing function with button - 2 hour
5. Load game log from database when session starts - 2 hours
6. Add scrolling to the chat - 1 hour
7. Change chat so new messages appear at the bottom - 1 hour

As a user, I want to communicate with my buddies over webcam so the game feels more like a real life session. (7 total hours to implement)

1. Set up SSL/TLS on webserver - 2 hours

2. Set up webRTC server - 1 hour
3. Connect To the Client - 2 Hrs
4. UI to control mute + on/off cam - 2 hrs

As a user, I want to roll dice so that others can see in a tabletop-game-like environment to simulate a real game. (15 total hours)

1. Create a database element for dice rolls - 1 hour
2. Implement dice roll logic and commands (including multiple dice) - 3 hours
3. Create dice bag/tools button and UI - 2 hours
4. Implement dice buttons and displaying die rolls - 2 hours
5. Client code cooperating with server code - 2 hours
6. Front end design - 5 hours

Total Hours: 35

Roles

Project Owner: Derek Marx

Scrum Master: Franz Breedon

Front End Designer: Serena Chen

Back End: Gavin Sonne

API programmer: Alex Morsey

**Derek Marx**

*User story:* As a user, I want to choose a name and chat with my buddies so I can communicate with the other players.

*Initial task:* Set up WebServer

**Franz Breedon**

*User story:* As a user, I want to choose a name and chat with my buddies so I can communicate with the other players.

*Initial task:* Set up database for Data Stream messages

**Alex Morsey**

*User story:* As a user, I want to communicate with my buddies over webcam so the game feels more like a real life session.

*Initial task:* Initialize Janus Gateway

**Serena Chen**

*User story:* As a user, I want to roll dice so that others can see in a tabletop-game-like environment to simulate a real game.

*Initial task:* Designing initial front end

**Gavin Sonne**

*User story:* As a user, I want to roll dice so that others can see in a tabletop-game-like environment to simulate a real game.

*Initial task:* Codng dice command logic