

Release Plan

HEADER

Product Name: Dragon Circle

Team Name: Dragon Scrum

Release Name: DragonCircle v1.0

Release Date: June 2nd

Team Roles: Project Owner - Derek Marx

Lead Developer - Alexander Morsey

Scrum Master - Franz Breedon

Placeholder - Serena Chen

Placeholder - Gavin Sonne

High Level Goals: (listed in priority)

1. A seamless 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. Logging in to an account and storing character information, (aliases, health, etc)
5. The ability to create rooms and join rooms, room creator is Game Master and joiners are Players
6. The game master can mute people for a specified time (GM STFU button)
7. The game master can toggle the room view to screen share, or put their webcam feed in the center of the room
8. Private messages
9. Notes tab

User Stories for Each Sprint

Sprint 1

As a user, I want to chat with another user from another client and see what they say back.

As a user, I want to be able to choose a username/alias that is shown when I chat

As a user, I want to chat over webcam and microphone.

As a user, I want to be able to roll dice that other users can see

Sprint 2

As a user, I want to be able to log in to an account that has my information stored from previous games.

As a user, I want to be able to create games and be a Game Master.

As a user, I want to be able to join games and be a Player.

Sprint 3

As a Game Master, I want to be able to mute everyone but me for a specified period of time with my GM stfu button.

As a user, I want to have a latency-free experience of playing in table-like environment - a natural look and feel.

As a user, I want a bug-free program so everything works as intended and without annoyances.

Project Backlog

Collaborative whiteboard

Character Creator

Project Presentation:

