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)
- 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.

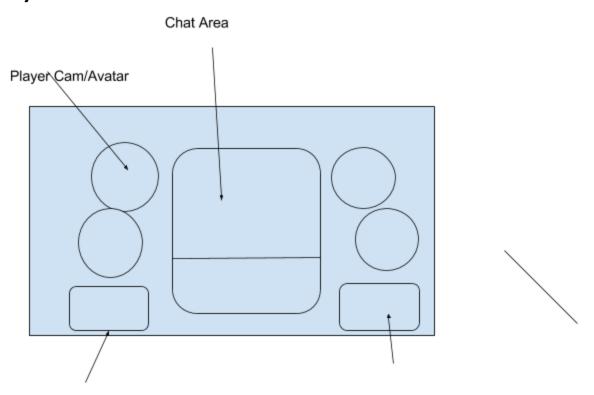
As a user, I want to have a latency-free experience of playing in table-like environment - a natural look and feel.

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:



Notes, Adverts, Game Time

Dice Bag/Tools