Chingu Voyage nn - Toucans Team #3

Meeting - App Feature Planning

ATTENDEES

AGENDA

* Review App Ideas spreadsheet one last time & agree on app to create during this Voyage
* Define Vision Statement
* What are the high-level features in the app?

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| **Priority**  **(Must have/Should have/Nice to have)** | **Feature Description**  **(only user-facing features)** | **Issue #** |
| Must Have | User should be able to make a player or DM (Dungeon Master) profile |  |
| Must Have | DM should be able to invite players to join a party |  |
| Must Have | User should be able to make a new character that creates a pdf with stats, abilites, etc. (We can simplify this by limiting some options available if there is too much information to complete) |  |
| Must Have | Users should be able to put in time availablity to schedule times for sessions (We can make this similar to When2Meet) |  |
| Must Have | A page where the user can roll various types of dice (very useful for new players that don't have their own) |  |
| Should Have | A way for DM to share resources with party (maps or other documents) |  |
| Nice to Have | Feature that allows sharing dice rolls and keeping track of turn order in combat (example if it is my turn only I can roll the dice but the other players can see the result) |  |
| Nice to Have | System that keeps track of what actions and spells the character has available on their turn (spells specifically are hard to understand as a new player) |  |
| Nice to Have | User is able to update character sheet when they level up (This is definitely a stretch goal because the more levels we include the more spells and general information we will have to include) |  |
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* What to name the app? List ideas below

NOTES