

Sprint 1 Plan

D&D 4E Character Builder

Team Name: Owl Bears

Revision #1, January 21st, 2018

Team Members

Product Owner: Emma

Scrum Master: Stephen

Team: Austin, Chris, Erik

Scrum Meeting Times

MWF: 9:20AM-9:35AM

Sprint Goal

Research and learn what we need to know to work on the project (technologies, 4E rules, etc.), as well as get a basic website up and running.

User Stories

- I. As a developer, I want to get familiar with the D&D 4E rules in order to better understand what needs to be done. **[2]**
 - A. Create a character using the official character builder. **(3 hours)**
 - B. Read through the character creation process in the Player's Handbook. **(5 hours)**
- II. As a developer, I want to learn the technologies we're using so I can contribute to development. **[3]**
 - A. Walkthrough development of a simple app **(8 hours)**
 - B. Use git with a demo program **(1 hour)**
- III. As a developer, I want to set up a basic skeleton for the front-end and back-end that will support the rest of the project. **[2]**
 - A. Set up a file/project structure **(0.5 hours)**
 - B. Install and set up Node and Git **(0.5 hours)**
 - C. Create a basic UI **(0.5 hours)**
- IV. As a developer, I want to create a paper prototype of the pretty-print format so that it's easier to create it in a UI. **[5]**
 - A. Playtest the official sheet to see what we want to change **(5 hours)**
 - B. Brainstorm on the design of the sheet **(3 hours)**
 - C. Create a prototype sheet **(3 hours)**

Initial Task Assignments

Austin: I-B

Chris: I-B

Emma: I-B

Erik: I-A

Stephen: I-B

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Initial Burn-up Chart

Re

Initial Scrum Board

