## **Sprint 3 Plan**

#### **Team Members**

Product Owner: Emma Scrum Master: Austin Team: Chris, Erik, Stephen

### **Scrum Meeting Times**

**MWF:** 9:20AM-9:35AM

#### **Sprint Goal**

Create a database to store proprietary information [17 SP]

#### **User Stories**

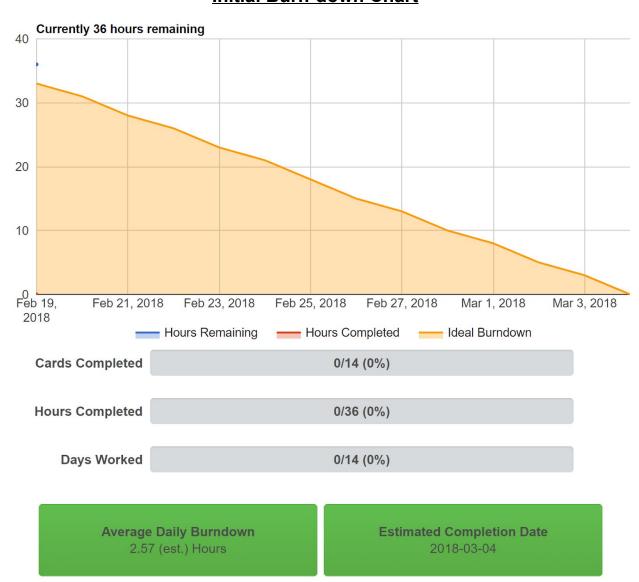
- I. As a new player, I want a selection of pre-made characters so that I can get a character up and running quickly. [2]
  - A. Convert pre-made Defender to file format (1 hour).
  - **B.** Convert pre-made Striker to file format (1 hour).
  - C. Convert pre-made level 10 Controller to file format (1 hour).
- II. As a developer, I want to store all information about a race, class, etc. in a database to keep the character file small. [8]
  - A. Choose a DBMS (1 hour).
  - **B.** Host the DBMS somehow (3 hours).
  - **C.** Plan the schema for data (2 hours).
  - D. Create the schema for data (1 hour).
  - E. Input the data (6 hours).
  - F. Remove data from character files (2 hours).
- III. As a user, I want to upload character files from my local machine so that I can view it in the UI. [5]
  - A. Create a mechanism to upload files from local machine (2 hours).
  - B. Do validation of character files (3 hours).
  - **C.** Create calculated values based on uploaded JSON (10 hours).
- IV. As a user, I want to download character files to my local machine so that I can have a persistent copy of my character. [2]
  - **A.** Create a mechanism to download character files (2 hours).
  - **B.** Decide what information to strip out for downloaded character file (1 hour).

## **Sprint 3 Plan**

### **Initial Task Assignments**

Austin: II-A Chris: III-A Emma: I-C Erik: I-A Stephen: I-B

### **Initial Burn-down Chart**



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### **Initial Scrum Board**

