

Project Release Plan

D&D 4E Character Builder

Team Name: Owl Bears

Revision #3, January 23rd, 2018

Heading

Product Owner: Emma

Scrum Master: Stephen

Team: Austin, Chris, Erik

High Level Goals

- Create a web-based 4e Character Builder that can create/import/export a character file and generate a pretty UI that can be printed.
- Allow for random character generation.
- Provide a selection of ready-to-print pre-made characters.

Scrum Meeting Times

MWF: 9:20AM-9:35AM

User Stories for Release

- **Sprint 1: Research + Getting a Basic Website Up and Running [12 SP]**
 - 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]
 - As a developer, I want to learn the technologies we're using so I can contribute to development. [3]
 - 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]
 - 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]
- **Sprint 2: View and Print premade characters [18 SP]**
 - As a developer, I want to create a file format for characters so that I can display character information. [5]
 - As a new player, I want to be able to view and print premade characters so I don't have to make one myself. [13]
- **Sprint 3: Create a database to store proprietary information [15 SP]**
 - As a developer, I want to store all information about a race, class, etc. in a database to keep the character file small. [8]
 - As a user, I want to upload character files from my local machine so that I can view it in the UI. [2]
 - As a user, I want to download character files to my local machine so that I can have a persistent copy of my character. [5]
- **Sprint 4: Generate semi-random legal characters using the site [18 SP]**
 - As an inexperienced player, I want the calculations done for me so I don't make mistakes. [13]
 - As a user, I want to randomly generate legal characters so that character creation is quick. [2]

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- As an inexperienced player, I want my choices constrained to rules-legal options so that the character I make is legal. **[3]**

Product Backlog

- As a player who has created a character, I want to edit my character so that I can experiment with different builds. **[8]**
- As a creator of homebrew content, I want to share what I've created so that they can be used side-by-side with official content. **[8]**
- As a dungeon master, I want to limit which sourcebooks my players can select from so that I can use a specific campaign setting. **[3]**
- As a player, I want to filter resources (races, classes, powers, feats, items) by a particular attribute (ability score, keyword, skill, power source, defence) so that I can optimize my character. **[3]**
- As a player, I want to save my character as a PDF so that I can print it. **[21]**