Project Release Plan

D&D 4E Character Builder
Team Name: Owl Bears
Revision #6, March 4th, 2018

Heading

Product Owner: Emma
Initial 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 [20 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 characters so I don't have to fill out a sheet myself. **[13]**
  - As a new player, I want a selection of pre-made characters so that I can get a character up and running quickly. **[2] (Unfinished, moved to Sprint 3)**
- **Sprint 3:   Create a database to store proprietary information [17 SP]**
  - As a new player, I want a selection of pre-made characters so that I can get a character up and running quickly. **[2]**
  - 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. **[5]**
  - 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]**
- **Sprint 4:   Load premade characters from the server and modify them locally [23 SP]**

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- As a developer, I want to store all information about a race, class, etc. in a database to keep the character file small. **[2]**
- As an inexperienced player, I want load a complete rules-legal premade character and modify it so that it suits my liking. **[21]**
- As a user, I want a user-friendly way of loading a premade character from the server. **[1]**

Product Backlog

- As a user, I want to randomly generate legal characters so that character creation is quick. **[2]**
- 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]**
- As a user, I want the UI to look good at any screen size. **[3]**
- As a user, I want the pretty-print format to look just like a character sheet. **[3]**