

Heading:

Sprint 4 Plan

D&D DM Toolset

The Fighting Mongooses

Start: 05/19/21; End: 6/1/21

1.0, 5/19/21

Goal: Implement a few more features, but primarily focus on polishing the program and preparing for release.

Task Listing:

- As a player I want to be able to make dice rolls that are visible to my fellow players and DM, because I don't own any D&D dice. Story Cost: 2
 - Task 1: Create a dice roller component that is able to roll d2, d4, d6, d10, d12, d20, and dX (where X = any integer greater than 1) that can also calculate a running sum. (1 hour)
 - Task 2: Create a pretty user interface that uses the dice roller component. (3 hours)
- As a DM, I would like to see the documentation for this program so that I know how to use it. Story Cost: 3
 - Task 1: Make a readthedocs (5 hours)
- As a DM, I would like to have a cleaner, less overwhelming means of visualizing info about players and encounters so that my mind can be freed up to improve the narration and atmosphere for the players. Story Cost: 3
 - Task 1: Visual scrolling text element for many status effects (4 hours)
 - Task 2: Finalize visual stat block representation (2 hours)

Spikes, Infrastructure List:

- Infrastructure:
 - Accessing status effects
 - Random number generation in Unity
- Spike:
 - Working with readthedocs for a clear, formatted, always-accessible documentation page

Team Roles:

- Emmanuel Butor - Team

- Pierson Bian - Product Owner
- Aaron Mandel - Team
- Matthew Fritsch - Scrum Master
- Hector Rosas - Team

Initial Task Assignment:

- **Emmanuel Butor:** “As a player I want to be able to make dice rolls that are visible to my fellow players and DM, because I don’t own any D&D dice,” Task 1: Create a dice roller component that is able to roll d2, d4, d6, d10, d12, d20, and dX (where X = any integer greater than 1) that can also calculate a running sum. (1 hour)
- **Pierson Bian:** As a DM, I would like to have a cleaner, less overwhelming means of visualizing info about players and encounters so that my mind can be freed up to improve the narration and atmosphere for the players. Task 1: Visual scrolling text element for many status effects. (4 hours)
- **Hector Rosas:** “As a player I want to be able to make dice rolls that are visible to my fellow players and DM, because I don’t own any D&D dice,” Task 2: Create a pretty user interface that uses the dice roller component. (3 hours)
- **Aaron Mandel:** “As a DM, I would like to have a cleaner, less overwhelming means of visualizing info about players and encounters so that my mind can be freed up to improve the narration and atmosphere for the players.” Task 2: Finalize visual stat block representation
- **Matthew Fritsch:** As a DM, I would like to see the documentation for this program so that I know how to use it. Task 1: Make a readthedocs

Initial SCRUM Board:

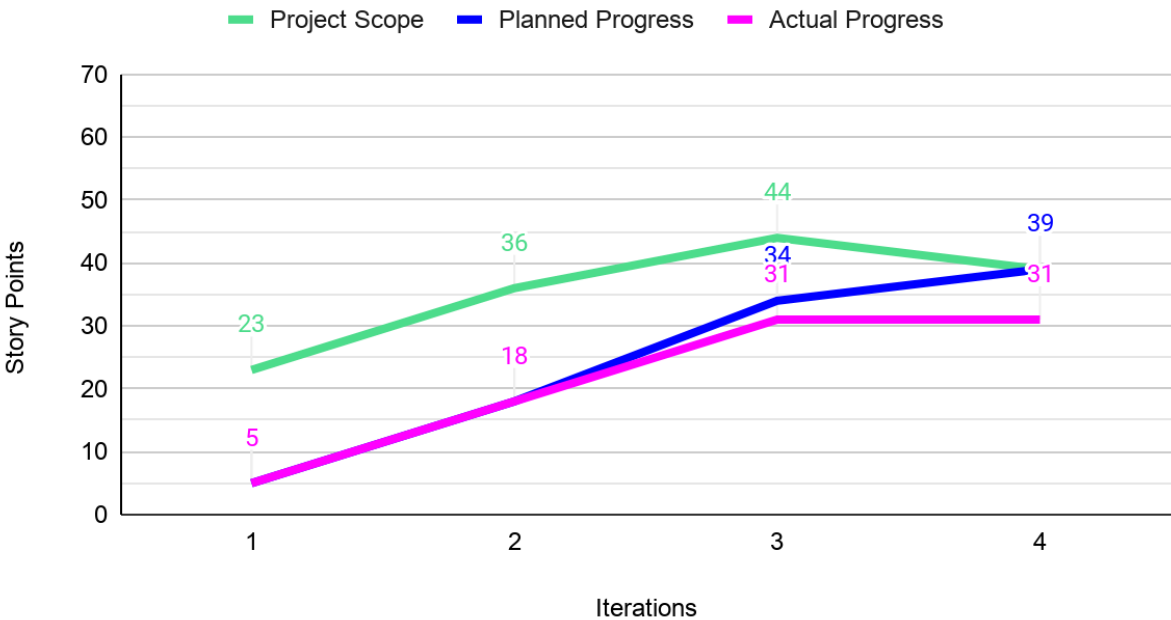
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SCRUM Times:

- Mondays, Wednesdays, and Fridays 10:45-11:00AM

Initial Burnup Chart, Project:

Project Burn-up Chart



Initial Burnup Chart, Sprint 4:

Sprint 4 Burn-up Chart

