

**Heading:**

Sprint 1 Plan

D&D DM Toolset

The Fighting Mongooses

Start: 4/7/21; End: 4/20/21

1.0, 4/7/21

**Goal:** We will acclimatize to the Unity environment and its tools. We will create an initiative tracker and a list of player characters and other pertinent information.

**Task Listing:**

- “As a DM, I want to not have to manage large initiative queues myself so I can focus on other things” (story cost: 3)
  - Task 1: Make priority queue (2 hours)
  - Task 2: Make visualization of queue in unity as sprite objects (2 hours)
  - Task 3: Button and behaviors for turn progression (3 hours)
- “As a DM, I want to have pertinent player info available as a ready reference, because large groups of players I don’t know well can be hard to keep track of when running a session” (story cost: 2)
  - Task 1: Make structure to hold players and player info (2 hours)
  - Task 2: Make visualization of players and their info in unity as sprite objects (3 hours)

**Spikes, Infrastructure List:**

- Infrastructure: Install the same version of Unity (2020.3.3f1)
- Infrastructure: Have a basic project setup and uploaded to Github
- Spike: Familiarize ourselves with Unity

**Team Roles:**

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

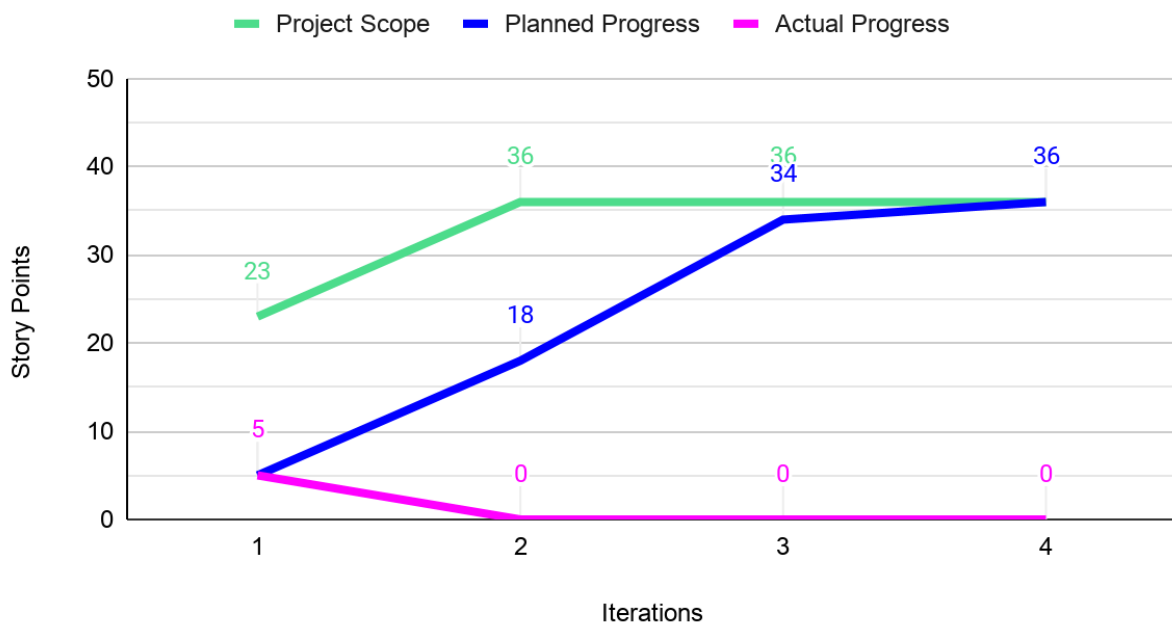
**Initial Task Assignment:**

- **Emmanuel Butor:** “As a DM, I want to not have to manage large initiative queues myself so I can focus on player experience. (Story Cost: 3)” - Task 2: Make visualization of the queue in unity as sprite objects.
- **Pierson Bian:** “As a DM, I want to not have to manage large initiative queues myself so I can focus on other things. (Story Cost: 3)” - Task 1: Make priority queue

- **Hector Rosas:** “As a DM, I want to not have to manage large initiative queues myself so I can focus on other things. (Story Cost: 3)” - Task 3: Button and behaviors for turn progression
- **Aaron Mandel:** “As a DM, I want to have pertinent player info available as a ready reference, because large groups of players I don’t know well can be hard to keep track of when running a session” - Task 1: Make structure to hold players and player info
- **Matthew Fritsch:** “As a DM, I want to have pertinent player info available as a ready reference, because large groups of players I don’t know well can be hard to keep track of when running a session” - Task 2: Make visualization of players and their info in unity as sprite objects

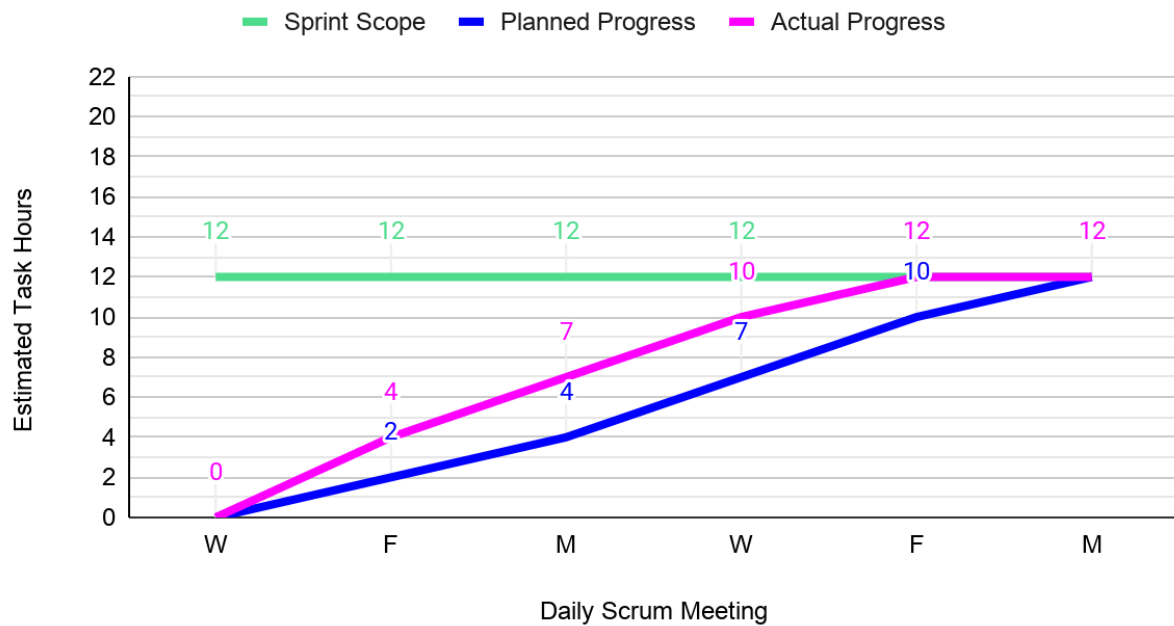
### Initial Burnup Chart, Project:

#### Project Burn-up Chart



### Initial Burnup Chart, Sprint 1:

## Sprint 1 Burn-up Chart



### Initial SCRUM Board:

[https://miro.com/app/board/o9J\\_ILTduGE=](https://miro.com/app/board/o9J_ILTduGE=/)

## SCRUM Times:

- Mondays, Wednesdays, and Fridays 9:20-10:20