

**Heading:**

Sprint 2 Plan

D&D DM Toolset

The Fighting Mongooses

Start: 4/21/21; End: 5/04/21

1.01, 4/21/21

**Goal:** We will expand on our currently implemented tools, adding usability and integrating them together.

**Task Listing:**

- “As a DM I would like to be able to easily access monster stat blocks, because searching through a book for it is tedious and disruptive to the flow of the session.” (story cost: 8)
  - Task 1: Make database of available monster information (8 hours)
  - Task 2: Button that will allow search of all available monsters to be selected be added to queue (2 hours)
  - Task 3: Figure out how to store the actual visual of the stat block so it can be easily accessed (3 hours)
- “As a DM, I want to see all player status effects on the initiative queue, because tracking them manually can get out of hand” (story cost: 3)
  - Task 1: Visual scrolling text element (4 hours)
  - Task 2: Make sure PlayerInfo class can accommodate monster stats as well (3 hours)
- “As a DM, I want the players I create to automatically populate the initiative queue, so that they can be used during encounters.” (story cost: 2)
  - Task 1: Have players stored in some commonly accessible location (2 hours)
  - Task 2: Allow precise selection of which players will be included in a fight (3 hours)
    - Click on name, appear on queue; right click, remove

**Spikes, Infrastructure List:**

- Infrastructure:
  - Collect the data in some easily processable format
- Spike:
  - Learn how to make marquee text in Unity

**Team Roles:**

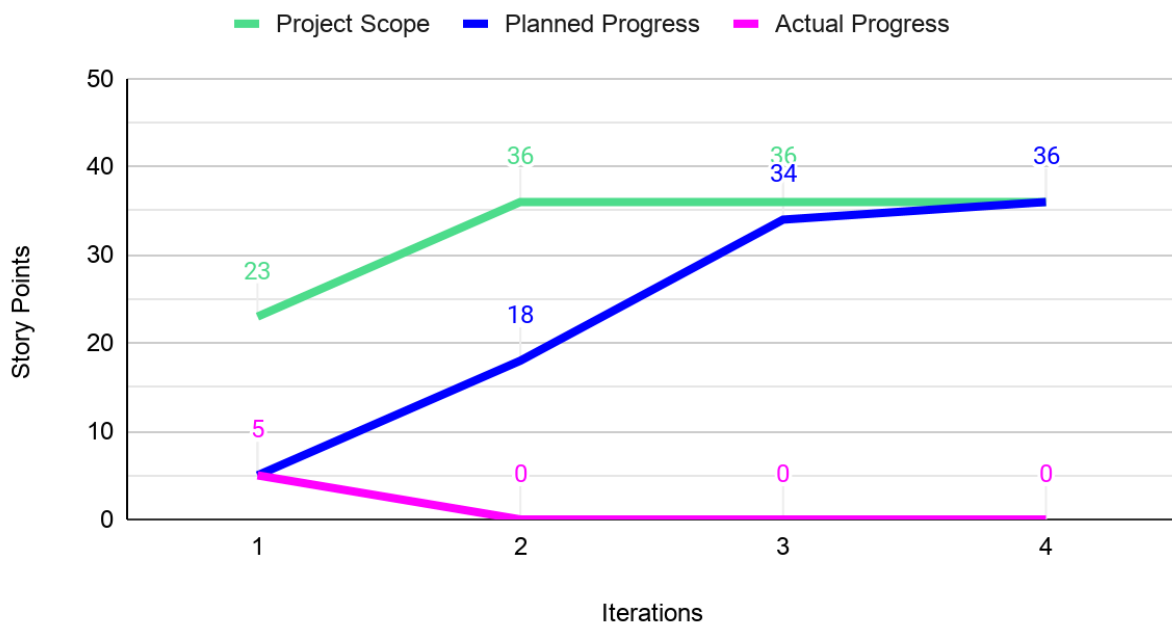
- Emmanuel Butor - Team
- Pierson Bian - Product Owner
- Aaron Mandel - Scrum Master
- Matthew Fritsch - Team
- Hector Rosas - Team

### Initial Task Assignment:

- **Emmanuel Butor:** “As a DM I would like to be able to easily access monster stat blocks, because searching through a book for it is tedious and disruptive to the flow of the session.” Task 2: Button that will allow search of all available monsters to be selected be added to queue.
- **Pierson Bian:** “As a DM, I want to see all player status effects on the initiative queue, because tracking them manually can get out of hand.” Task 2: Make sure PlayerInfo class can accommodate monster stats as well.
- **Hector Rosas:** “As a DM, I want the players I create to automatically populate the initiative queue, so that they can be used during encounters.” Task 1: Have players stored in some commonly accessible location
- **Aaron Mandel:** “As a DM, I want to see all player status effects on the initiative queue, because tracking them manually can get out of hand” Task 1: Visual scrolling text element.
- **Matthew Fritsch:** “As a DM I would like to be able to easily access monster stat blocks, because searching through a book for it is tedious and disruptive to the flow of the session.” Task 1: Make database of available monster information

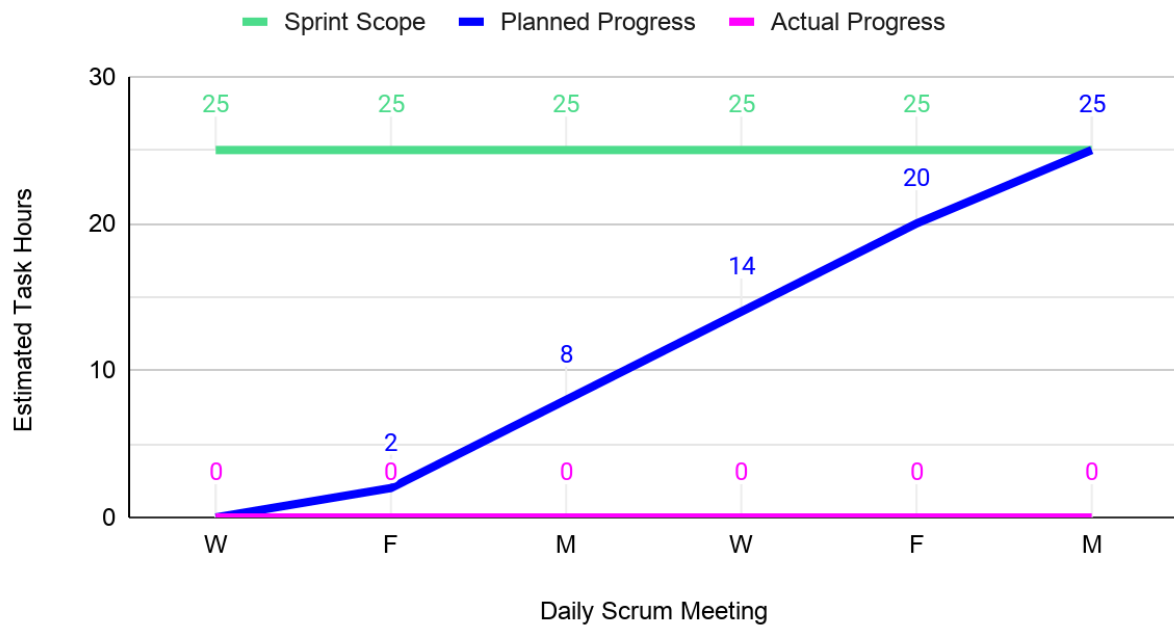
### Initial Burnup Chart, Project:

#### Project Burn-up Chart



## Initial Burnup Chart, Sprint 2:

### Sprint 2 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 10:30-10:45