High level goals:
- Initiative tracker
- Public and private dice rolls
- Player sheets/pertinent info
- Provide a user interface for easily working with and monitoring the tools provided by this application.
- Be able to store information for easy access and reference by the DM/GM.

User stories for release: (There are four sprints in this class. Each sprint should represent a high-level goal we're trying to achieve. So each of these user stories should speak to one of the high-level goals.

1. Sprint - 1 : Total Cost - 5
   a. As a DM, I want to not have to manage large initiative queues myself so I can focus on other things. Story Cost : 3
   b. 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
2. Sprint - 2 : Total Cost - 13
   a. 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
   b. 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
   c. 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.
3. Sprint - 3 : Total Cost - 16
   a. As a player, I would like to have a streamlined means of creating new characters so start up for sessions can be faster. Story Cost: 8
   b. As a DM, I would like to save all my information very quickly so that I don't have to redo this every time the app starts. Story Cost: 8
4. Sprint - 4 : Total Cost - 2

     a. 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

Product backlog:
- Track player sheets (stats, info, etc)
- Character creation
- Initiative tracker
- Popups with stat blocks
- Dice roller
- Map editor
- Map effects
- npc/enemy generation
    - Prefabs for chars
- Moveable and interactable tokens to be put on digital map
- Structural map generation: Room, location layout
- As a DM, I want to have an intuitive interface, because players make sessions confusing enough.