

Heading:

Sprint 3 Plan

D&D DM Toolset

The Fighting Mongooses

Start: 05/05/21; End: 05/18/21

1.00, 5/5/21

Goal: We will implement more features that were originally in our product backlog to provide more functionality to the user, as well as creating unit tests to ensure that our code is running as expected the more features that are added.

Task Listing:

- 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: 13
 - Task 1: Create an interface (i.e. ISavable) that can be implemented in certain components that would like to save data (3 hours).
 - Task 2: Create an interface (i.e. ILoadable) that can be implemented in certain components that would like to load serialized data (3 hours).
 - Task 3: Create a component that can provide the user with the save data as a text format (maybe JSON?), and also initialize other components by reading that data. Objects should be serialized (see Serializable attribute) (6 hours).
- As a DM, I would like to have a cleaner, less overwhelming means of recording 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: Implement visual stat block representation (2 hours)

Spikes, Infrastructure List:

- Infrastructure:
 - Implement unit testing
- Spike:
 - Learn how use Unity Unit Testing (i.e. learn NUnit framework)
 - Learn how to save and load files in Unity/C#
 - Learn serialization

Team Roles:

- Emmanuel Butor - Team
- Pierson Bian - Product Owner
- Aaron Mandel - Team
- Matthew Fritsch - Team

- Hector Rosas - Scrum Master

Initial Task Assignment:

- **Emmanuel Butor:** Task 1: Create an interface (i.e. ISavable) that can be implemented in certain components that would like to save data (3 hours).
- **Pierson Bian:** Task 1: Visual scrolling text element for many status effects (4 hours)
- **Hector Rosas:** Task 3: Create a component that can provide the user with the save data as a text format (maybe JSON?), and also initialize other components by reading that data. Objects should be serialized (see Serializable attribute) (6 hours)
- **Aaron Mandel:** Task 2: Implement visual stat block representation (2 hours)
- **Matthew Fritsch:** Task 2: Create an interface (i.e. ILoadable) that can be implemented in certain components that would like to load serialized data (3 hours).

Initial SCRUM Board:

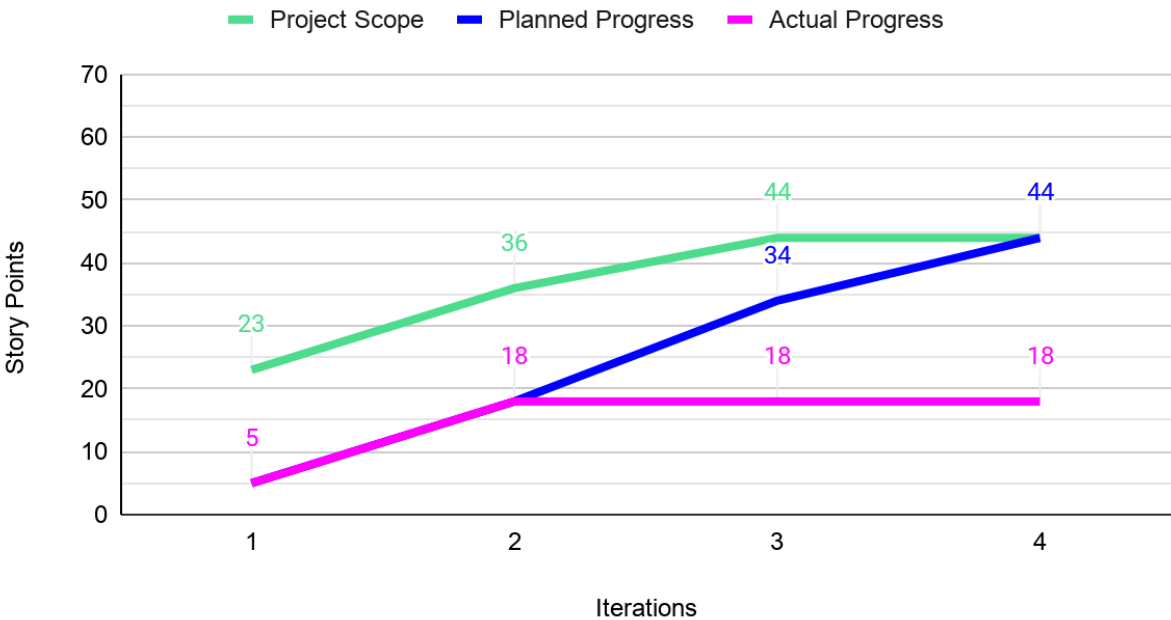
https://miro.com/app/board/o9J_ILTduGE=

SCRUM Times:

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

Initial Burnup Chart, Project:

Project Burn-up Chart



Initial Burnup Chart, Sprint 3:

Sprint 3 Burn-up Chart

