DnDeity
Team 22 - Sprint 3 Plan

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Sprint Overview: In this sprint we will basically be putting it all together in the form of a completed game. Users will be able to create and join other rooms that include other users and a user specified as the dungeon master. They will then be able to play the game dungeons and dragons in that room, utilizing the other functionality we've already implemented including maps and characters. At the end of this sprint, a user will effectively be able to play dungeons and dragons with people over the internet.

Scrum Master: Riley Turnbull

Meeting Plan: Meet with Project Coordinator on Thursday at 5:30, Meetings on Tuesday at 10:20am and Sundays at 5:00pm

Challenges and Risks: The most challenging part of this sprint will be the real time interactions between users in the game playing component. We will have to research different libraries that allow us to do this and then implement them. On top of adding new functionality, we will also touch up our old features so that our app is in a polished state.

1. As a dungeon master, I would like to be able to make a lobby to host a game

Number	Description	Time	Owner
1	Research socket.io	1hr	Nicholas
2	Design component for creating a lobby	2hr	Nicholas
3	Design page for listing hosted games	2hr	Nicholas
4	Add functionality for creating a room	3hr	Nicholas
5	Create games table in database	2hr	Ben
6	Backend endpoint for getting hosted games	4hr	Ben
7	Ensure socket.io works on frontend hosting	1hr	Ben
8	Testing (Write manual test)	1hr	Ben

- Given that the create room feature is functional, then a dungeon master will be able to create a lobby for players to join

- Given that the create room feature is functional, then a dungeon master will be able to start the game once players have joined
- Given that the create room feature is functional, then a dungeon master will be able to see a list of all of the games that they have hosted

2. As a player, I would like to be able to join a game

Number	Description	Time	Owner
1	Design component for joining a game	2hr	Nicholas
2	Design character select when joining	2hr	Nicholas
2	Design page for listing joined games	2hr	Nicholas
3	Add functionality for joining a room	3hr	Nicholas
4	Backend endpoint for getting joined games	4hr	Ben
5	Testing (Write manual test)	1hr	Ben

- Given that the join game feature is functional, then a player will be able to join an existing lobby
- Given that the join game feature is functional, then a player will be redirected to the game screen when the game starts
- Given that the join game feature is functional, then a player will be able to see a list of all of the games that they have joined

3. As a player, I would like my character to have an avatar

Number	Description	Time	Owner
1	Add icon selection dropdown to character creator	1hr	Riley
2	Save selected Icon to character id	1hr	Riley
3	Create a field to upload a custom avatar	2hr	Riley
4	Testing (Write manual test)	1hr	Riley

- Given that the character creator avatar feature is functional, then a user should be able to choose their avatar from the available ones.
- Given that the character creator avatar feature is functional, then a user should be able to upload their own avatar to use.
- Given that the character creator avatar feature is functional, then a user should be able to view the correct avatar associated with their character

4. As a user, I would like to be able to roll multiple dice and add bonuses to the roll

Number	Description	Time	Owner
1	Create drop down menu with all dice	4hr	Christian
2	Make pictures of all 7 dice	3hr	Riley
3	Allow a user to choose multiple dice and add modifiers	3hr	Christian
3	Testing (Write manual test)	1hr	Christian

- Given that dice tray is functional, then a user can select any of the 7 die
- Given that dice tray is functional, then a user can set the amount of times to roll the dice and add a modifier to the end
- Given that dice tray is functional, then a user can see if a result rolled was a minimum by the color being red and the maximum rolled by the color green

5. As a user, I would like to be able to move players and npcs around the map

Number	Description	Time	Owner
1	Design map view on game page	2hr	Nicholas
2	Add player start position to map maker	3hr	Nicholas
3	Add Drag and Drop functionality	3hr	Nicholas
4	Manually Test Drag and Drop	1hr	Nicholas

- Given that the player start feature is functional, then a dungeon master will be able to select the space that players start on in the map maker
- Given that the game playing feature is functional, then a user will be able to see the map they are playing on
- Given that the character moving feature is functional, then a player will be able to drag and drop their character onto different spaces

6. As a dungeon master, I would like to have initiative order sorted for me

Number	Description	Time	Owner
1	Add combat button to ingame nav bar	1hr	Nicholas
2	Send initiative request to players	3hr	Nicholas
3	Design component for entering initiative	1hr	Nicholas
4	Send initiative response to dungeon master	3hr	Nicholas

| 5 | Design component for keeping initiative order | 3hr | Nicholas |
| 6 | Testing (Write manual test) | 1hr | Ben |

- Given that the initiative feature is working, then a dungeon master will be able to request that the players roll for initiative
- Given that the initiative feature is working, then a player will be able to send their initiative roll to the dungeon master
- Given that the initiative feature is working, then a dungeon master will have the player order sorted

7. As a player, I would like to have a tab to write down notes during the game

Number	Description	Time	Owner
1	Add notes tab to ingame nav bar	10min	Christian
2	Create React draggable text field	4hr	Christian
3	Save changes to character	3hr	Christian
4	Create new notes field to character sheet	1hr	Ben
5	Testing (Write manual test)	1hr	Christian

- Given that notes modal feature is functional, then the user can open and close the section from the ingame nav bar
- Given that notes modal feature is functional, then the player can type anything into their notes
- Given that notes modal feature is functional, then the notes section will be saved to the player's character

8. As a dungeon master, I would like to update the stats of monsters in fights

Number	Description	Time	Owner
1	Create a button to modify the stats of a monster	1hr	Riley
2	Develop a way to choose the monster to modify	1hr	Riley
3	Update the monster stats in the map	1hr	Riley
4	Testing (Write manual test)	1hr	Riley

- Given that the monster stat update feature is functional, then the dungeon master should be able to change the stats of any monster that is on the map

- Given that the monster stat update feature is functional, then the dungeon master should be able to choose the monster he wants to update
- Given that the monster stat update feature is functional, then the dungeon master should see the recently updated stats of the monster

9. As a developer, I would like to improve the styling of the website

Number	Description	Time	Owner
1	Make create user page consistent with other login pages	2hr	Christian
2	Make the home page visually interesting	3hr	Christian
3	Make ability score section work better with different aspect ratios	3hr	Christian
4	Make feat section similar to Spells and monster in levelup	4hr	Christian
5	Testing (Write manual test)	1hr	Christian

- Given that DnDeity.com is functional, then the user should be able to easily read the ability scores at most aspect ratios
- Given that DnDeity.com is functional, then the user will see images linking to new map, new character, and other links in the body of the page
- Given that DnDeity.com is functional, then the user will not lose any functionality due to visual changes

10. As a dungeon master, I would like to add monsters to a bestiary

Number	Description	Time	Owner
1	Create New monster Button on home page	30 min	Christian
2	Monsters Tab on nav bar	30 min	Christian
3	Design Description Section	2hr	Christian
4	Design Combat Section	2hr	Christian
5	Design Ability Scores Section	2hr	Christian
6	Design Skill / Scenes Section	2hr	Christian
7	Design Ability Section	2hr	Christian
8	Design Action Section	2hr	Christian

9	Design Legendary Section	2hr	Christian
10	Backend endpoint for saving monsters	2hr	Ben
11	Add user id to all existing monster	2hr	Ben
12	Build and handle server requests/responses on frontend	4hr	Christian
13	Testing (Write manual test)	1hr	Christian

- Given that the monster creation feature is functional, then the user can create a monster and edit its description, combat, ability scores, skill/scenes, abilities, actions, and legendary actions
- Given that the monster creation feature is functional, then a new monster will be inserted into the database when the monster is created
- Given that the monster creation feature is functional, then a user created monster will be identified differently from 1st party monster in the database

11. As a player, I would like to see my character sheet during a game

Number	Description	Time	Owner
1	See Name, Description, etc	1hr	Riley
2	See ability scores and modifiers	2hr	Riley
3	See armor class, initiative, and hp	3hr	Riley
4	Have the ability to update armor class	2hr	Riley
4	See equipment, spells, and attacks available to the character	5hr	Riley
5	See feats the character has	2hr	Riley
6	See personality traits in a collapsible drawer	3hr	Riley
7	Design a way for the dungeon master to retrieve a character sheet for a character in a room	3hr	Riley
8	Testing (Write manual test)	1hr	Riley

- Given that the character view is functional, then the user should be able to see the fields in their character's character sheet when they're in a room
- Given that the character view is functional, then the user should be able to update the armor class of their character

- Given that the character view is functional, then the dungeon master should be able to retrieve and view the character sheet for each character in the game

12. As a developer, I would like to improve the security of DnDeity.

Number	Description	Time	Owner
1	Convert all HTTP calls to HTTPS	2hr	Ben
2	Convert HTTP to HTTPS in AWS	2hr	Ben
3	Implement user id hashing	2.5hr	Ben
4	Implement user password hashing	2.5hr	Ben
5	Implement get character security	2hr	Ben
6	Implement frontend get character security	1hr	Riley
7	Testing (Write manual test)	1hr	Ben

- Given that DnDeity supports HTTPS, then the user should be able to connect via an HTTPS connection.
- Given that user hashing is implemented, then users should not be able to access other user's accounts.
- Given that get character security is implemented, then the users should not be able to access other user's characters.

Remaining Backlog:

1. As a user, I would like to be able to register for a DnDeity account
2. As a user, I would like to be able to login to DnDeity
3. As a user, I would like to be able to reset my password
4. As a player, I would like to be able to create a character sheet and set details such as a character's name, ability modifiers, level, class abilities, and description.
5. As a player, I would like to update and delete my existing character sheets.
6. As a player, I would like to view and update my inventory.
7. As a user, I would like the ability to level up regardless of xp, roll for my health, not see unnecessary fields, and have the proficiency bonus calculated for ever level
8. As a player, I would like to be able to level up my character
9. As a player, I would like to be provided options when leveling up
10. As a player, I would like to see all the changes that are being made to my character when leveling up

11. As a player, I would like to see all available feats at corresponding levels
12. As a player, I would like to select a background for my character
13. As a player, I would like to be able to join a game
14. As a user, I would like to be able to roll multiple dice and add bonuses to the roll
15. As a player, I would like my character to have an avatar
16. As a dungeon master, I would like to be able to make a lobby to host a game
17. As a user, I would like to be able to move players and npcs around the map
18. As a dungeon master I would like to be able to make a map
19. As a dungeon master I would like to add monsters and events to maps
20. As a dungeon master, I would like to be able to update and delete my existing maps
21. As a dungeon master, I would like to have initiative order sorted for me
22. As a dungeon master, I would like to make new assets for the map
23. As a dungeon master, I would like to update the stats of monsters in fights
24. As a player, I would like to have a tab to write down notes during the game
25. As a dungeon master, I would like to add monsters to a bestiary
26. As a developer, I would like to improve the styling of the website
27. As a player, I would like to see my character sheet during a game
28. As a developer, I would like to improve the security of DnDeity
29. As a developer, I would like for the website, database, and server to be hosted online