

DnDeity

Team 22 - Sprint 2 Plan

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Sprint Overview: In this sprint we will be adding more functionality to the app in the form of a map making tool, and leveling up functionality. Furthermore we are also taking steps to get a proper web address and active server. At the end of this sprint the user will be able to create new maps, and edit existing ones. Users will also be able to level up their character.

Scrum Master: Benjamin Crumbacher

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: One of our first challenges this sprint will be redirecting man power. Since the majority of the database and half of the server complete, then we need to move man hours to the front end. Due to this we need to get one team member up to speed with React and the other more familiar with the server. There will also be a challenge in finding out how much our server will be able to handle and if it will be enough to handle all of our users.

1. As a user, I would like to be able to level up my character

Number	Description	Time	Owner
1	Adding level up button to character sheet	10min	Christian
2	Send request to server for relevant level up information	1hr	Christian
3	Continue Yes or No prompt	1hr	Christian
4	Testing level up buttons and requests	1hr	Riley

- Given that the level up feature is functional, then button will be available to be pressed
- Given that the level up feature is functional, and the character has a class, then the characters level and class will be sent to the server to pull the relevant level up information
- Given the previous two functions work, a popup will prompt the user and ask if they would like to continue.

2. As a user, I would like to be provided options when leveling up

Number	Description	Time	Owner
1	Get level up information from DnD api	1hr	Ben
2	Endpoint for retrieving the necessary information options for leveling up	2hr	Riley
3	Using provided description generate button for selecting options	5hr	Christian
4	Create interface to improve ability scores, or select a feat	2hr	Christian
5	Create tests for levelling up every type of character class and level	5hr	Riley

- Given that the level up information endpoint is functional, the users frontend will receive all the DnD data for the next level
- Given that the level up modal is functional, then dropdowns along with descriptions belonging to the options will be displayed
- Given that abilities scores can be increased, then they will be visible on the character creator page

3. As a user, I would like to see all the changes that are being made to my character from leveling up

Number	Description	Time	Owner
1	Develop Modal to display level up information	6hr	Christian
2	Fill in descriptions when page loads	1hr	Christian
3	Create graphics for character sprites	4hr	Riley
4	Test that graphics and descriptions load in correctly	1hr	Riley

- Given all selections are made in the modal, then the character's description will be updated when done is selected.
- Given that the user makes a choice when presented during level up, the choices description will be displayed.
- Given that the level up details are displayed correctly, then all changes that were made in the level up modal are viewable.

4. As a user, I would like to see all available feats at corresponding levels

Number	Description	Time	Owner
1	Add features to character creator nav bar	10min	Christian
2	Develop Modal	6hr	Christian
3	Save selected feat to character object	1hr	Christian
4	Check that feats are saved and loaded with a character	1hr	Riley

- Given that the feat modal functions properly, then a user will be able to select ability score improvements if their feat selected provides it
- Given that the feat modal functions properly, then all attributes of the selected feat are added to the character object and saved
- Given that the feat modal functions properly, then a user will be able to see all benefits provided by the feat and its' requirements

5. As a player, I would like to see what spells my character is able to use, number of spells and my spells slots

Number	Description	Time	Owner
1	Add filter to spell section to only show spells depending on the character's class and level	1hr	Nicholas
2	Limit the amount of spells known depending on the character's class and level	4hr	Nicholas
3	Display a character's spell slots depending on the character's class and level	3hr	Nicholas
4	Test that a character's particular spells load based on their class and level	1hr	Riley

- Given that the spell section is complete, then a player is only presented with spells their class is capable of casting
- Given that the spell section is complete, then, a player can only select as many spells as the class allows
- Given that the spell section is complete, then the spell section will not do anything for classes that can not cast magic

6. As a user, I would like to select a background for my character

Number	Description	Time	Owner
1	Manually enter the background information into the database	4hr	Christian
2	Create endpoint for getting background information from server	2hr	Ben
3	Design background section for character creator	2hr	Christian
4	Save background information to character object	1hr	Christian
5	Test for a background save and load	1hr	Riley

- Given the background feature is functional, then the character's background will be saved if any changes are made
- Given that the background section is complete, then a user will be able to select a background and view a text description of the background
- Given that the background section is complete, then a user will be able to select proficiencies from those provided in the selected background

7. As a dungeon master, I would like to be able to create a map

Number	Description	Time	Owner
1	Create toolbar for setting, erasing, and selecting tiles	2hr	Nicholas
2	Create component for selecting tiles	4hr	Nicholas
3	Create component for viewing the map	5hr	Nicholas
4	Create graphics for tiles	4hr	Riley
5	Create modal for changing map settings	2hr	Nicholas
6	Create endpoint for creating a map	5hr	Ben
7	Create test to create random map objects and load them into the site	5hr	Riley

- Given that the map making feature is functional, then a dungeon master will be able to add tiles to the map
- Given that the map making feature is functional, then a dungeon master will be able to remove tiles from the map

- Given that the map making feature is functional, then a dungeon master will be able to generate a new blank map
- Given the create map endpoint is working, then a dungeon master can save a map to their account

8. As a dungeon master, I would like to be able to update and delete my existing maps

Number	Description	Time	Owner
1	Design page for displaying a list of existing maps	2hr	Nicholas
2	Add map table in database with references	2hr	Ben
3	Create endpoint for getting a user's maps	2hr	Ben
4	Create endpoint for deleting a map	1hr	Ben
5	Create endpoint for updating a map	2hr	Ben
6	Load an existing map in the map maker	2hr	Nicholas
7	Map endpoint testing	3hr	Ben

- Given the homepage/navbar feature are working, then a dungeon master is able to view all existing maps
- Given the update map feature is functional, then a dungeon master can load an existing map into the map maker
- Given the delete map endpoint is functional and a map exists, then a dungeon master can permanently delete a map

9. As a dungeon master, I would like to add monsters and events to maps

Number	Description	Time	Owner
1	Create component for choosing between tiles, monsters, and events	2hr	Nicholas
2	Create graphics for monsters and events	5hr	Riley
3	Create component for editing a monster's stats	4hr	Nicholas
4	Create component for editing an event's description	2hr	Nicholas
5	Test that monsters and events are properly saved and loaded on the map	1hr	Riley

- Given that the monster/event feature is functional, then the dungeon master is able to add event and monster markers to the map
- Given that the monster/event feature is functional, then the dungeon master is able to view and edit existing monsters and events
- Given that the monster/event feature is functional, then monster and event data is saved with the map

10. As a developer, I would like for the website, database, and server to be hosted online

Number	Description	Time	Owner
1	Set up web-enabled S3 Bucket	2hr	Ben
2	Integrate S3 bucket with GitHub repo	2hr	Ben
3	Deploy flask server on Elastic beanstalk	5hr	Ben
4	Set up custom domain name hosting	1hr	Ben
5	Hosting testing	2hr	Ben

- Given that the website is hosted, then the homepage of DnDeity will be able to be reached anywhere by a URL.
- Given the user has created an account, they will be able to login from anywhere with an internet connection.
- Given that the database is hosted successfully, then the user created data is saved to the hosted database, and can be accessed at any time by that user.

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. (If time allows) As a user, I would like to be able to send private messages to other users~~
- ~~5. 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.~~
- ~~6. As a player, I would like to update and delete my existing character sheets.~~
- ~~7. As a player, I would like to view and update my inventory.~~
- ~~8. As a player, I would like to see what spells my character is able to use, number of spells and my spells slots~~
- ~~9. As a player, I would like to be able to level up my character~~
- ~~10. As a player, I would like to be provided options when leveling up~~
- ~~11. As a player, I would like to see all the changes that are being made to my character when leveling up~~

- ~~12. As a player, I would like to see all available feats at corresponding levels~~
- ~~13. As a player, I would like to select a background for my character~~
14. As a player, I would like to be able to join a game
15. As a player, I would like my character to be able to perform attacks and actions available to me during a game.
16. As a player, I would like to update my own pictures for my avatar
17. As a dungeon master I would like to be able to make a lobby to host a game
- ~~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 see what spells the players use
22. As a dungeon master I would like to see the results of player rolls
23. As a dungeon master I would like to have initiative order sorted for me
24. As a dungeon master I would like to add effects to the players
- ~~25. As a dungeon master I would like to make new assets for the map~~
26. As a dungeon master I would like to update the stats of monsters in fights
27. As a dungeon master I would like to set restrictions on character creation
28. As a dungeon master I would like to add monsters to bestiary
- ~~29. As a developer, I would like for the website, database, and server to be hosted online~~