

DnDeity

Team 22 - Sprint 2 Retrospective

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What went well?

We completed most of the user stories for this sprint. A user can see their maps, create maps, and store them in the database. They can also see the possible backgrounds for their character, pick one, and store that in the database as well. They can level up their character if they wish, getting different options depending on what level they are leveling to, and they can also access the app from DnDeity.com anywhere, as the website is now hosted. We also thoroughly and programmatically tested the map maker, so we are confident there are no bugs or errors.

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

We completed all of the tasks for this user story. A user can now press a button that will launch the warning prompt prior to displaying the proper level up modal. The system also correctly pulls the character level and class from the database.

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

We completed all of the tasks for this user story except for testing. The page is able to pull all related data about a newly leveled character. There is also a save button at the end of the modal that will push all new elements to the character in the database.

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

We completed all of the tasks for this user story except for testing. At level 4, 8, 12, 16, and 20 the user will be provided the option to select between an ability score improvement or selecting a feat. Furthermore, most characters have a path to select at level 3.

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

We completed all of the tasks for this user story except for testing. At select levels the user will be provided the option between feats and ability score improvements. Currently selecting the

feat option will provide a list of all the feats in the database and selecting one will then provide more detail on the feat. Once a feat has been selected and the user has not gone back to selecting ability improvement the feat description is added to the character.

5. 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

Number	Description	Time	Owner
1	Have the Feats / Ability Score improvement field Only visible at mod 4 levels	1hr	Christian
2	Calculate proficiency bonus	5 min	Christian
3	Provide the level up button to any character that has filled in the essential parts of a character (Class, Ability Scores)	10 min	Christian
4	Make button that will generate hp based on hit die	1 hr	Christian
5	Manual testing to see if fields display	1 hr	Riley

We completed all of the tasks for this user story except for testing. A small selection of minor components were added to the modal, such as the proficiency bonus, hit die, and only displaying relevant section on the modal to keep down on clutter. In the future we also plan on displaying the level the character is on, and what level he will be moving to along with other possible quality of life details.

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

We completed all of the tasks for this user story. The character creator now has a background section where users can choose a background for their character, as well as choosing between background options such as proficiencies or languages. This information is saved to a user's character.

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	8hr	Nicholas
3	Create component for viewing the map	9hr	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

We completed all of the tasks for this user story. Users are able to navigate to a map creator page. They can choose what tiles they want to use, and then draw using those tiles. They can also erase tiles. The height, width, and name of the map can be changed using a settings modal. Users can save the maps that they make.

8. 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	2hr	Riley

We completed all of the tasks for this user story. Users are able to add and erase monsters/events to the map by placing them on tiles. Users can edit the details of monsters and events. These changes are also saved with the map when the user saves.

9. 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

We completed all of the tasks for this user story. Users can navigate to a page where they can see all of their created maps. Users can choose to edit a map, which will load the map in the map maker. Users can also permanently delete maps.

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

We completed all of the tasks for this user story. Our database, server, and website are all hosted online using Amazon Web Services.

What did not go well?

In general, we were slow to complete our tasks. This resulted in not being able to test some of the features that were finished last minute.

User Story 2:

5	Create tests for levelling up every type of character class and level	5hr	Riley
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Not Completed

This task was not completed because we just ran out of time. The actual feature was finished minutes before our sprint review, and although we had a documented test, it was ultimately not of the completed feature, and our original plan of programatically testing it did not come to fruition.

User Story 3:

4	Test that graphics and descriptions load in correctly	1hr	Riley
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Not Completed

Similar to the testing for user story 2, we could not test this feature thoroughly because the feature was simply not finished in time to test it.

User Story 4:

4	Check that feats are saved and loaded with a character	1hr	Riley
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Not Completed

Similar to the testing for user story 2, we could not test this feature thoroughly because the feature was simply not finished in time to test it. Some simple as-its-built testing was executed, but not thoroughly.

User Story 5:

5	Manual testing to see if fields display	1 hr	Riley
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Not Completed

Again, as with user story 4, we did not have enough time to do the testing for this user story. Similarly to before, some manual testing was performed for this user story, but it was undocumented and was much more simple, as-its-built testing

How should we improve?

Despite our limited attempts to reform, our main problem once again this sprint was that we procrastinated doing most of our work until the last week. We finished all of the features in time, but it led to some late nights, and a quality of work that was less than we probably hope for. We also were unable to test a lot of the level up features because the features themselves were not completed or in a testable state until right before our sprint review.

We need to build a plan and stick to it. It should help that some of our group members have slightly less going on during this sprint, but not procrastinating needs to be a goal of ours this sprint. It will improve the quality of our work in the first place, and maybe allow us to add the new features that would really make our app special.