DM TOOLS

End of Semester Presentation

SEP Team 5

GOBLIN
Small humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6
Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

ACOLYTE
Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2
Senses Passive Perception 12
Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

ACTIONS

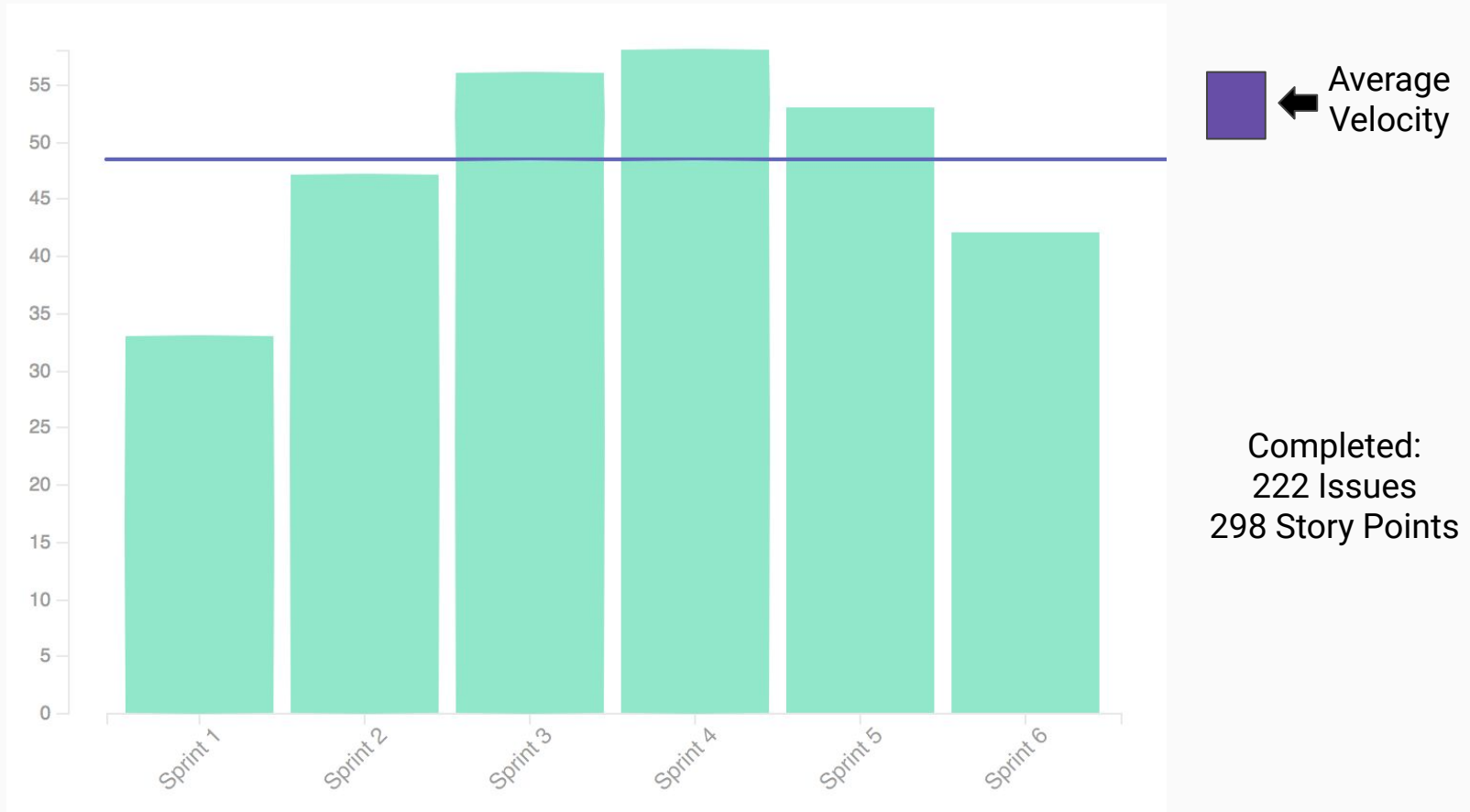***Club.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Things the narrator keeps track of:
- Where are the characters?
- How healthy are the characters?
- What *can/would* each of the characters do?
- *How* can each of the characters do this?
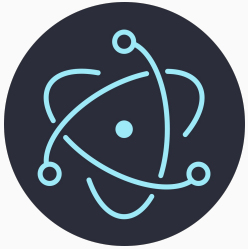- What does the character have with them and why?

And more...

<u>Our Goal:</u> Providing a centralized means of organizing and generating details for playing through encounters inside a campaign

Semester In Review: Sprint Velocity
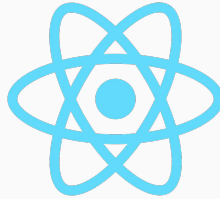
Technology Platforms Used (Frontend)

Frontend Development

Electron Store

webpack

React Dev Tools

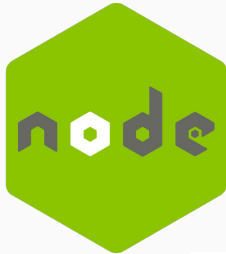*Electron Webpack, Electron Store, React, React Dev Tools, and React Router*
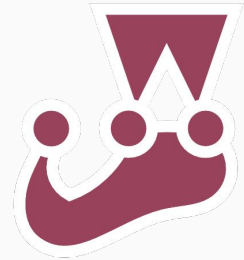
CSS / UI

Bulma, Bloomer, and Material UI

Technology Platforms Used (Backend and Testing)

Backend Development

Node JS, TypeScript, Hapi JS, Joi JS, and Boom JS
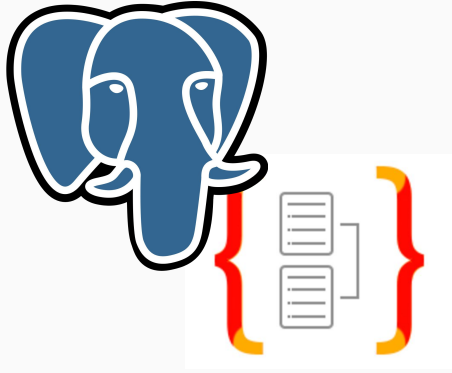
Fullstack Testing Suite

TS-Enzyme, TS-Jest, and Nock

Technology Platforms Used (Server/Hosting/CI)

Database Development

PostgresQL and TypeORM

Database/Server Hosting

*Amazon Web Services,
JSON Web Token (JWT),
and Docker*

Continuous Integration

*Travis CI and
CodeCov*

Process Strengths

- PO was in our communication channels
  - Quick responses to questions/etc.
- PR test running and code coverage requirements enforced by CI
- Roadblocks were identified and removed in advance
- (Following Sprint 2) Accurate and meaningful capacities and estimates
- Modular components allowed for straightforward stack/feature changes

Process Weaknesses

- Class and work loads are time intensive
  - Quick yet in-depth PR reviews are hard to keep up with
  - Full capacity was never available
  - Scheduling (regular) meetings is hard
  - Switching to text meetings instead of voices after a while lead to decreased communication within the group
- For quick starting the project, we broke up into specialty areas, leading to lots of catch up time later

Lessons Learned

- Agile's strength are highlighted when the team can dedicate fully to it
- Strong communication with PO/stakeholders is essential
  - Especially important before sprint closure
- Well-rounded teams take more time to get setup but perform better overall
- Team standards work best when ideals are shared rather than enforced
- Product stack changes should be researched and communicated to the team in advance

Product Demonstration

Questions? Comments? Concerns?