

Team Dragon

Development Iteration 2 Plan

Individual Plans

Each team member plan begins on a new page. Sort them by last name, then first name.

Baniya, Tara (TB)

Tasks to be attempted this iteration: Express at high enough level so that there are no more than 3. Tasks must be verifiable (e.g., demoable and executable). Everyone must code.

Minimum acceptable verifiable outcomes: List the minimum acceptable outcomes for this teammate to receive a satisfactory productivity evaluation. If there are non-functional requirements (e.g., follow UI style, follow code standards), state them.

- **Task1:**
 - Assign experience point(xp) to player character
- **Product:**
 - view to assign xp to player character
 - controller method to control assigning xp to player character
 - form validation
- **Task2:**
 - Assign achievement to player character
- **Product:**
 - model to assign achievement to player character
 - view to assign achievement
 - controller to control assigning achievement
 - form validation

Approved by: TB, NM, SK, RY, NP, CT

Khatun, Saleha (SK)

Tasks to be attempted this iteration. Express at high enough level so that there are no more than 3. Tasks must be verifiable (e.g., demoable and executable). Everyone must code.

- **Task:** creating spellbook
- **Product:**
 - creating model for spellbook
 - controller method for showing spellbook
 - adding it to the existing character-sheet
- **Task:** reveal or hide attributes of a player character
- **Product:**
 - controller method for reveal/hide attribute feature
 - view for reveal/hide attribute feature
 - creating a form to update the view to other player characters (except dungeon master)
 - displaying view of player characters according to his reveal/hide settings and current user. So, dungeon master (of the game where player character is playing) and user (owning the player character) should always be able to view full character sheet. The other player characters should be allowed to view only revealed character attributes.
- **Task:** view known player character in a game
- **Product:**
 - making a list of player characters in view to a user who is in the same game
 - making a read-only view of player characters

Approved by: SK, TB , RY,NM, NP, CT

Maharjan, Nabin (NM)

Tasks to be attempted this iteration. Express at high enough level so that there are no more than 3. Tasks must be verifiable (e.g., demoable and executable). Everyone must code.

- **Task:** Auto-populate related fields based on race selection while creating player character

Minimum acceptable verifiable outcomes. List the minimum acceptable outcomes for this teammate to receive a satisfactory productivity evaluation. If there are non-functional requirements (e.g., follow UI style, follow code standards), state them.

- **Product:**
 - create a lookup class/model for pulling player character racial features based on race selection
 - add relevant controller methods to compute/process business logics related with race selection
 - implement ajax functionality(controller/view) to complete auto-populate functionality for race selection
 - modify player character view form
 - add relevant tests

Approved by: NM, NP,TB, SK, RY, CT

Nurmohammed Patwary (NP):

Tasks to be attempted this iteration: Express at high enough level so that there are no more than 3. Tasks must be verifiable (e.g., demoable and executable). Everyone must code.

- **Tasks:**

1. Filling the necessary fields of the character sheet according to the class selection.

- **Products:**

1. User will be able to select a class along with a subclass for their character and all necessary fields of the character sheet will be filled in according to the game manual.
2. requires building a dictionary for DnD class => related attributes
3. requires collaboration with Nabin and Chris on their tasks Automating Race and Background Selection

Approved by: NP,NM,TB, SK, RY, CT

Taylor, Chris (CT)

Tasks to be attempted this iteration. Express at high enough level so that there are no more than 3. Tasks must be verifiable (e.g., demoable and executable). Everyone must code.

- **Task:** Automate Character Sheet for Background selection

Minimum acceptable verifiable outcomes. List the minimum acceptable outcomes for this teammate to receive a satisfactory productivity evaluation. If there are non-functional requirements (e.g., follow UI style, follow code standards), state them.

Product:

- When a user creates a new character, they should be able to pick a background and the character sheet should auto populate with attributes according to the Dungeons and Dragons manual
- requires building a dictionary for DnD background => related attributes
- requires collaboration with Nabin and Nurmohammed on their tasks Automating Class and Race Selection

Approved by: CT,TB, NP, SK,NM, RY

Yasmin, Rojoba (RY)

Tasks to be attempted this iteration. Express at high enough level so that there are no more than 3. Tasks must be verifiable (e.g., demoable and executable). Everyone must code.

- **Tasks:**

1. View, add and sell inventory items.
2. Symbol upload for allies and organization

- **Products:**

1. A player can buy and sell equipments with his wealth.
2. Allies and organization symbol can be uploaded in player character sheet.
3. Requires: model for inventory.
4. Controller for buy and sell the equipments.
5. View page describing all equipments with description and cost.
6. Controller to update symbol for allies and organization.

Approved by: RY, TB, SK,NM, NP, CT