

## Sprint 2 Report Online DnD Roshambo February 14, 2016

### Actions to stop doing:

- communicating less about our work.
- shorten scrum meetings

### Actions to start doing:

- Backup files more often
- Understand other group members work for integration purposes
- Have the most complete (integrated) version of our app in the master branch
- Do more pair programming

### Actions to keep doing:

- Keep learning web2py (never STOP learning)

### Work Completed:

- As a developer, I want to set up the framework so that DnD can be playable.
- As a player, I want to have access to a dice rolling tool, and for the DM to see my rolls.
- As a user, I want to have the choice of what room to join or to create a room of my own for which I'll be the Dungeon Master.
- As a user, I want to have a character sheet that I can easily reference.

### Work not completed:

- As a player, I don't want to leave the chat to do simple commands, like rolling dice or whispering so that I have more options during gameplay.
- As a player, I want to have a character sheet, so that I can see my character's information.
- As a player, I want to be able to learn the rules and systems of the game in the app so that I can actually play Dungeons and Dragons.
- As a user, I want to be able to use information from my character sheet directly (macros), so that there will be smoother game play.
- As a Dungeon Master, I want to have authority as to who enters the room I've created.

### Work completion rate:

- Scott: 18 hours
- Brandon Gomez: 16 hours
- Brando Hernandez: ~12 hours

- Dan: 13 hours
- Justin
- Total Hours:
- $4 \text{ user stories} / 14 \text{ days} = 0.28 \text{ User Stories per day}$