

Sprint 2 Plan  
Online DnD  
Roshambo  
Sprint End: ??  
Revision 1.0

Goal: The goal for this sprint is to create more functionality in our chat room and game board. We also want to create a character sheet and have that in our application window at the same time.

User story 1: As a player, I want to have a character sheet, so that I can see my character's information.

Task 1: Create character sheet template (3 hours)

Task 2: Create stats and skills sheet (4 hours)

Task 3: Create inventory sheet (3 hours)

Task 4: Combine with chat and game board (3 hours)

Total: 13 hours

User Story 2:

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.

Task 1: Display chat room occupants (2 hours)

Task 2: Have chat recognize roll commands (e.g. /rolld20) (4 hours)

Task 3: Have chat access dice roller and display result (3 hours)

Task 4: Be able to whisper to another user (3 hours)

Total: 12 hours

User Story 3:

As a player, I want to have access to a dice rolling tool, and for the DM to see my rolls.

Task 1: Create random number generator (2 hours)

Task 2: Create UI (3 hours)

Task 3: Have RNG understand specific dice (d4, d6, d8, d12, d20) (2 hours)

Total: 7 hours

#### User Story 4:

As a player, I want to be able to learn the rules and systems of the game so that I can actually play Dungeons and Dragons.

Task 1: Create/find a rulebook reference (3 hours)

Task 2: Make it easy to access rules from play window (2 hours)

Total: 5 hours

#### User Story 5:

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.

Task 1: Create character sheet (3 hours)

Task 2: Connect character sheet to database (3 hours)

Task 3: Create simple macro (e.g. rolld20 + 8) (5 hours)

Task 4: Create macro using database values (5 hours)

Total: 16 hours

#### User Story 6:

As a developer, I want to set up the framework so that DnD can be playable.

Task 1: Have actions in grid be persistent in multiple play sessions and between users. (4 hours)

Task 2: Combine character sheet, chat room, and game board (3 hours)

Task 3: Create and join rooms (5 hours)

Total: 12 hours

#### Team Roles:

Brandon Gomez: Scrum Master, Developer

Dan Cochran: Scrum Master, Developer

Justin Wong: Developer

Brando Hernandez: Developer

Scott McLean: Product Owner, Developer

#### Initial task assignment

Brandon Gomez: User story 6, have actions in grid be persistent

Dan Cochran: User story 6, have actions in grid be persistent

Justin Wong: User story 2, Display chat room users

Scott McLean: User story 3, Create dice rolling functions

Brando Hernandez: User story 1, Create character sheet template