

Sprint 3 Plan
Online DnD
Roshambo
Sprint End: 3/1/16
Revision 1.1

Goal: Our goal is to have a functional and playable version of Dungeons and Dragons via an online server. Providing a way for the dungeon master to control the game and players to interact with one another according to the rules of Dungeons & Dragons.

User Story 1: As a developer, I want to refine the play area and grid so that the player can have a smooth experience.

Task 1: Board is displayed to players as determined by the Dungeon Master. 3 hours

Task 2: Allow changes to board to occur correctly 5 hours

Task 3: Show grid labels 1 hour

Task 4: Allow Dungeon Master to move all non-playable characters. 4 hour

Task 5: Change character position by key commands. 10 hours

Total: 23 hours

User Story 2: As a Dungeon Master, I want to have authority as to who enters the game board I've created.

Task 1: Create two separate views for Dungeon Master and Player. 3 hours

Task 2: Create page where the Dungeon Master can create objects for his campaign: NPC's, and Maps. 4 hours

Task 3: Create interface for Dungeon Master 4 hours

Task 4: Create different gui for normal player 4 hours

Total: 15 hours

User Story 3: 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 skill template 2 hours

Task 2: Integrate skill template with character sheet 2 hours

Task 3: Make clickable buttons 2 hours

Task 4: Connect actions with the skill macro buttons 4 hours

Total: 10 hours

User Story 4: As a user, I want to have a polished website application, so that there it is a nice experience for me to use the app.

Task 1: Aesthetics of board, chat and character sheet 5 hours

Task 2: Ensure all page navigation functions properly 2 hours

Task 3: Ensure that rules are properly functional 5 hours

Task 4: Make sure that function and aesthetics do not exceed each other 5 hours

Total: 17 hours

Team Roles:

Brandon Gomez: Developer

Dan Cochran: Developer

Justin Wong: Developer

Brando Hernandez: Developer

Scott McLean: Product Owner, Developer

Initial task assignment

Brandon Gomez: User story 2, Task 1 "Create two separate views for Dungeon Master and Player"

Dan Cochran: User story 3, Task 1 "Create skill template"

Justin Wong: User story 2, Task 1 "Create two separate views for Dungeon Master and Player"

Scott McLean: User story 3, Task 1 "Create skill template"

Brando Hernandez: User story 4, Task 1 "Aesthetics of board, chat and character sheet"