

Release Plan  
Online DnD  
Ro Sham Bo  
Revision 2.0  
Revised February 22, 2016

#### High Level Goals:

- Virtual Board for Dungeons and Dragons v3.5 with ease of use valued over customization.
- Character Sheet
  - Holds detailed information on individual characters
  - Will be used primarily for character creation and management
  - Won't be needed during combat or other intense moments
- Chat Room
  - Displays messages from other players
  - Also displays text results of actions and events (such as dice rolls)
- Virtual Tabletop
  - Shows environments and character avatars
  - Primarily used for combat, puzzles, and chases
  - May also be used for world maps

#### User Stories:

##### Sprint 1:

- (20 points) As a player, I want to have a grid system so that I can see the game environment.
- (12 points) As a player, I want have a server and user system so that I can be able to play online.
- (14 points) As a player, I want to have a built in way to communicate with other players for people playing online.
- (9 points) As a player, I want to see the chat and grid side by side.

##### Sprint 2:

- (12 points) As a developer, I want to set up the framework so that DnD can be playable.
- (13 points) As a player, I want to have a character sheet, so that I can see my character's information.
- (12 points) 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.
- (7 points) As a player, I want to have access to a dice rolling tool, and for the DM to see my rolls.

##### Sprint 3:

- (23 points) As a developer, I want to refine the play area and grid so that the player can have a smooth experience.
- (15 points) As a Dungeon Master, I want to have authority as to who enters the game board I've created.
- (10 points) 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.
- (17 points) 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.

#### Product Backlog:

- (16 points) As a player, I want to have multiple sessions I can switch between.
- (5 points) 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.
- (16 points) 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