DUNGEONS AND DRAGONS CHARACTER BUILDER

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Team Dungeons and Dragons Character Builder Sprint 1 Planning Document

1   SPRINT OVERVIEW

1.1   OVERVIEW

This sprint, our team will largely focus on merging the two projects together and continue working on a single cohesive .NET Framework project. Our team is also ready to plan and implement our SQL Database for character parameter storage. Work will also be put into developing both the API and WPF view models and models. With these development goals in mind, we plan to have a single project that is able to fetch and write at least a few character parameters.

1.2   SCRUM MASTER

Franklin Schneider

1.3   SCRUM MEETING TIMES

Scrum Meeting 1: 3/19/20 - Franklin, Steve, Tyler, Ryan - discuss and plan for the UI and API project merger. Also, begin to implement our database solution.

Scrum Meeting 2: 3/22/20 - Franklin and Ryan - Begin creating and "wiring up" our existing API project with an API Demo Library and corresponding view models and models.

1.4   RISKS/CHALLENGES

Frank & Ryan:

- Designing our API project with thorough and efficient view models and models
- Ensuring that data parameters for the project can be transported from our database using the API project
- Ensuring that upon successful user authentication, basic API calls are successful for the logged-in user.

Stephan & Tyler:

- Expanding the front end from where it stands currently could pose difficultly due to inexperience with the software.
- Using Github correctly, and making sure the repo is correctly organized for future endeavors, avoiding the current error we are experiencing in our usage.
- Create a framework for the final character sheet with respect to the resolution currently slated for the front end.

2   CURRENT SPRINT DETAIL

2.1   USER STORY

As a user, I want an application that I can run on my Windows device and am able to view the character sheet and see data being displayed across the different sections.

2.1.1 Tasks

Task description	Estimated time	Owner
FR 1: Desktop Application 1. Merge the user interface project and the API project 2. Wiring our API to the front end (limited functionality, we want to ensure the API can write and read from the database) 3. Ensure the user can call API successfully w/ authentication	10 - 15 hours	Ryan and Franklin
FR 3: Displaying character sheet - 1. Expand on the barebone frame of WPF set up and expand on the data being passed across the character sheet. 2. Move WPF to Github correctly. 3. Correct framework for the character sheet.	8 hours	Steve and Tyler
Manage Github - 1. The repo needs to be better managed/organized so that each part of the project can be better accessed and edited for future development.	1 hour	Ryan, Franklin, Steve, and Tyler

2.1.2 Acceptance criteria

- The end-user can log in with given login credentials
- The user can navigate an "in-progress user interface, with options to create a character, or the ability to view created characters", all from the front end.
- Enter basic character statistics and have the program save the data, and be able to view it.
- Compile basic stats and feed them into more in-depth statistics for the user to view.