

Dungeons and Dragons Character Builder

Ryan Tyniec, Franklin Schneider, Stephen Galvin, and Tyler Dagge



**Team Dungeons and Dragons Character Builder Sprint 1 Planning Document**

# Sprint overview

## Overview

Two teams each working on separate parts of the project to be attached together at the end of the sprint. This process is to achieve the most ground in a short time given of this sprint and would allow each member of the group to fully work on the project without too many hands working on any one section.

## Scrum master

Franklin Schneider

## Scrum meeting times

<Also include team members missing from any meeting>

Scrum Meeting 1: 3/1/20 - Franklin and Ryan are meeting to discuss the project’s API access.

## Risks/Challenges

***Frank & Ryan:***

* Swagger configuration for API project, as well as making basic modifications to API
* Creating a basic SQL database
* Using user authentication to gain access to API functionality

***Stephan & Tyler:***

* Creating a front end through WPF and Caliburn.
* Create faux data to simulate the process at which data will be distributed across the character sheets.

# Current sprint detail

## 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.

### Tasks

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| --- | --- | --- |
| Task description | Estimated time | Owner |
| FR 1: Desktop Application - Create the API and database project   1. Implement Swagger 2. Add user creation for API 3. WPF creation for basic API testing/calls | 4 - 8 hours | Ryan and Franklin |
| FR 3 - Displaying character sheet -   1. Create database layout and overall character sheet parameter design (design parameters) | 2 hours | Ryan, Franklin, Steve, and Tyler |
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### Acceptance criteria

The user will be able to run the machine and in turn, view the character sheets formated in with faux data to simulate the