**Team Dungeons and Dragons Character Builder Sprint 3 Planning Document**

* **Sprint overview**
* **Overview**

Close to the end of the project in terms of formating and mostly finishing the general UI layout for to be submitted for binding with the backend. This includes the final decision on how the character sheet will be displayed for the user.

* **Team Leader**

Ryan

* **Scrum master**

Franklin

* **Risks/Challenges**

Close to the end of the project in terms of formating and mostly finishing the general UI layout for to be submitted for binding with the backend.

* **Current sprint detail**

Focus on finishing the front end work, make sure the user won't feel burdened by a cluttered screen.

* **User story**

I want to be able to view my character's sheet without feeling confused by what stats mean what.

* **Tasks**

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Create Views for the WPF application | 4 Hours | Tyler Dagge |
|  |  |  |
|  |  |  |

* **Acceptance criteria**

Create functional views to be added to the project, creating a character sheet that can hold the data and is not overly populated for vieing.

* **User story**

A user will feel the characte sheet and UI of the application is easy to read and allow them to better understand what each catagory of data represents.