

Dungeons and Dragons Character Builder

Franklin Schneider



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

# Sprint overview

## Overview

For me, this sprint will mostly be about the transfer and displaying of information, database to UI. I will also expand my understanding of event aggregation and stored procedures for character data.

## Team Leader

Ryan Tyniec

## Scrum master

Franklin Schneider

## Risks/Challenges

* Communication between Ryan and I as we are both working on the backend of the project.
* Understanding the current state of the project and how to add more function to it.
* Allocating the appropriate amount of time to the project.

# Current sprint detail

## User story

As a user, I want to be able to input my character information and be able to recall this information at a later date.

### Tasks

<Each user story has a number of tasks, pick the task and the estimate that will be implemented for this sprint>

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Further developing the database structure and variables for the storage and retrieval of character information. | 5hr | Frank + Ryan |
| Allowing the character information stored on the database to be displayed in a UI. | 5hr | Frank + Ryan |
| Further my understanding of event aggregation and stored procedures. | 4hr | Frank |

### Acceptance criteria

Example: if this user story is implemented successfully, a tester should be able to type in the public IP address and view the program from any machine.

* The end user can enter character information that is stored on the database.
* The end user is able to recall and view entered character information via UI.