

D&D Character Builder

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[Date]

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CS356

**Team D&D Character Builder Sprint 3 Planning Document**

# Sprint overview

## Overview

Now that we’re in the latter half of the project, stuff really needs to come together. Having a firm grip on the Caliburn.Micro framework and the movement to online shakeup has subsided will allow this production to go a lot smoother.

## Team Leader

Ryan

## Scrum master

Franklin

## Risks/Challenges

Getting the whole project to work together (Frontend – Backend).

# Current sprint detail

## User story

As a User, I would want all the steps of character creation to have their own screen; and for those screens to have fluid interaction.

### 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 |
| Finish WPF Views | 8 Hours | Stephen and Tyler |
|  |  |  |
|  |  |  |

### Acceptance criteria

If all the Views exist, are interactable, and can be/are implemented into the full project.