

D&D Character Builder

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[Date]

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CS356

**Team D&D Character Builder Sprint 4 Planning Document**

# Sprint overview

## Overview

This is it, the home stretch. Things are starting to come together, and the group is working together better than before. If all goes well, the separate parts of the project should fit together nicely.

## Team Leader

Ryan Tyniec

## Scrum master

Franklin Schneider

## Risks/Challenges

Outside of horrible, unforeseen mistakes in the integration, things seem fairly straight forward.

# Current sprint detail

## User story

*The User should have a fully functional and responsive UI.*

### 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 |
| Fully complete all WPF Views | 4 Hours | Stephen and Tyler |
| Add Front-End interaction | 5 Hours | Stephen and Tyler |
|  |  |  |

### Acceptance criteria

If these are implemented correctly, The UI should have all necessary views and all the views should have the polish nessiccary for the user experience.

## User story

*The Application should work, and information should be communicated between the back-end and front-end*

### 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 |
| Hook Back-End and Front-End up | 8 Hours | All |
|  |  |  |
|  |  |  |

### Acceptance criteria

If this is implemented correctly, the application should be able to retrieve information from the backend and display it on the front end.