

# Sprint 2 Plan

- Product name: Kitty War
- Team name: Dog & Koala Bear
- Revision: 2
- Revision date: oct 31, 2016

## Goal

- Implement game logic and match-making.
- Construct a working interface that connects to the server.

## User Stories

**(10) As a back-end developer, I want a match-making system that matches two players with the same level of skills.**

- (5) Ensure data is properly sent between client and server
- (2) Secure the connection between client and server
- (3) Incorporate logic that determines skill level

**(12) As a back-end developer, I need to implement the games logic (picking characters, drawing cards, using cards against the target) at the server side.**

- (2) Implement the distribution of random chance cards
- (2) Implement the drawing of cards
- (3) Allow the player to target their opponent
- (5) Implement turn order
- (0) Have a good day

**(9) As a front-end developer, I need to use APIs provided by the server to send requests and receive responses. Then I make the front-end app update UI and internal data structures according to the returned data from the server.**

- (2) Research Swift 3
- (2) Research TCP
- (5) Properly establish connection to the Database
- (0) Do your best

**(13) As a player, I want to log into an iPhone app and view my cards**

- (5) Build UI centered around signing in and displaying personal saved information
- (5) Ensure custom python server routes login data to database and authenticates the user
- (3) grant user access to their cards

Grand Total Story Points: 54

## Team roles

- :bowtie: Hejia Su (iPhone & Backend Developer)
- :blush: Yueqiao Zhang (iPhone Developer)
- :smirk: Juan Gonzalez (Backend Developer)
- :sleeping: :sleeping: :sleeping: :sleeping: :sleeping: Eric Martinez (Backend Developer)

## Initial Tasks

### Hejia Su

- (2) Research Swift 3
- (2) Research TCP

### Yueqiao Zhang

- (2) Research Swift 3
- (2) Research TCP

### Juan Gonzalez

- (5) Ensure data is properly sent between client and server
- (2) Secure the connection between client and server

### Eric Martinez

- (3) Incorporate logic that determines skill level

As a back-end developer, I need to implement the games logic (picking characters, drawing cards, using cards against the target) at the server side.

## Initial Burnup Chart



## Scrum Times

- Tuesday, Thursday
- Times: 1:00 pm - 1:30pm
- Wednesday
- Times: 10:00 - 10:30