



## Activity-based schedule (Kanban/User Story Mapping)

Name: Brandon Hillbom

Community & UN SDG(s): Quality education and partnerships for the goals

Date: October 13, 2023

Project Name	SDG Guess Quest		
Activity	Duration (story point in Fibonacci sequence value)	Start Date	End Date
MVP 1			
Game Development			
Implement core functionality of Guess Who game (login/signup, select a card, knock cards down, game chat to guess another person’s card)	3	October 20	November 10
Implement Character Cards for UN SDGs	1	November 10	November 17
MVP 2			
Gamification			
Add badges for games played, games won, etc.	1	November 17	November 30
Leaderboards among users	2	November 30	Unknown
Send game code by SMS	1	Unknown	Unknown
MVP 3			
Multiplayer online mode			
Add online functionality (play against someone else online)	2	Unknown	Unknown