NU Vegas Sprint 1 Planning Notes

We decided to do the games of War and GoFish, with a very small use of BlackJack from previous code sources we have to our advantage. Poker was left behind for the time being for the first sprint because we decided that it would be the most difficult game of the few.

The ways we designated the games is by choice, Elena and Austin would work on BlackJack because they had a previous source of BlackJack to use. Dylan would be the person to work on the central game hub because he decided that it would be a suitable task for a product owner to work on, as well as an availability to help with any of the other games. Kent would work on GoFish because he saw it as a formidable task to work on with prior experience from application development class. Finally, Tre would work on War because he felt that it was a good enough game to learn some WPF GUI tactics it wouldn’t be too bad to integrate into the game hub.

Our sprint goal is to finish at least 2 games and make sure they are polished to deploy to the client for inspection.