

Cameron Schaefer (cbschaef@ucsc.edu)  
Ethan Yu (etgyu@ucsc.edu) (Product Owner)  
Steven Hoang (shoang4@ucsc.edu) (Scrum Master)  
Timothy Yue (tyue@ucsc.edu)

## **POKER JOURNAL APP - SPRINT 1 PLAN**

### **FOR SPRINT ENDING: Feb 13 2017**

The goal of this sprint is to design and create a working minimum viable product (MVP). We will have an app that loads and lets you create a bankroll. Let's you choose what variation of poker to play from a list of variations.

### **TASKS**

- As a user, I would like to be able to create a bankroll
  - Set up database
    - Time estimate: 2 hour
  - User management: Takes in user input
    - Time estimate: 2 hours
- As a user, I would like to be able to put in my amount of money into the bankroll
  - Bankroll should be kept current based on game records
    - Time estimate: 2-3 hours
- As a user, I would like to be able to decide what variation of poker I am playing
  - Build an interactive list of poker variants and sub variants (if applicable)
    - Time estimate: 3 hours
- As a user, I would like to be able to choose from a list of poker variations
  - Allow user to choose and record their game variant
    - Time estimate: 2-3 hours

### **SCRUM TIMES**

Our team will meet three times a week, Monday, Wednesday, and Friday after 10:00 A.M.

### **SCRUM PLANNING**

<https://trello.com/b/WPgK0kYT/team-product-sprint>