

Release Plan 1

WinRate

By the WinRate Development Team:

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1 Description

WinRate is a companion phone app for use alongside play of several popular children's trading card games, such as Yu-Gi-Oh!™ or Magic the Gathering™. Our app is marketed towards those players who focus on winning, and want to win more, and provides no features which can improve one's game performance. Using our app, users can quickly and conveniently keep a long-term log their victories and losses playing the game, and have their global win rate displayed to them at the mere tap of a button.

Users also have the option of entering information about their game opponents into the app, allowing for the calculation of a myriad of miscellaneous statistics relating to their performance. Per-opponent win rate, longest win streak, least successful deck, the list goes on and on! The ultimate goal of WinRate is to show players how good they are, by showing them *exactly* how bad they are.

2 High Level Goals

This release has 5 high level goals, each of which corresponds to one of the pages that can be tabbed through in the released version of the app.

1 Game Log

Be able to store a data table within the app, and add new rows to the table at any time

WinRate's first core feature is the Game Log, which users will be adding a row to each time they finish a card game. The primary function of the Game Log is to track whether the game was a win or loss, but as the app expands more information will be added to this table, such as who your opponent was, what deck they used, and how high your score was when winning.

2 Statistics

Have displayed in an aesthetically pleasing fashion, statistics pulled from the Game Log

WinRate's first core feature, as advertised in the description, is to have the app display to the user information calculated from the entries in the Game Log table. Chief among these is the user's lifetime win / loss ratio, but many other statistics are possible. Information filled into the app's Contact Book can also contribute to the Statistics page.

3 Contact Book

Be able to create profiles for opponents, and their decks

To facilitate the addition of new entries to the Game Log, users will be able to create profiles to store information about their frequent opponents. Additionally, users will be able to create profiles for frequently faced decks, which may be attached to a parent opponent profile. When filling out a new entry in the Game Log, an opponent and / or deck profile may be selected in order to quickly and easily pull additional information from those profiles into the Log.

4 Life Counter

Have a functional score tracker which can be displayed and edited during a game

In addition to the above feature, WinRate will include a score tracker - known throughout card game communities as "Life Counter" - that the user may have open during a game. Unlike other life counters on the market, WinRate will have the ability to select profiles from the contact book to display the opponents name and deck. When the app detects a win or loss condition in the score tracker, the user will be able to pull all currently displayed information into a new row on the Game Log with a single tap of a button.

5 Settings

Be able to change various default settings of the app's behavior

The last high level goal is a feature common to most apps, a general settings page. Here the user will be able to change the app's default behavior in regards to what sort of things it displays and stores.

3 User Stories

WinRate will be developed according to the following user stories.

Sprint 1 - Game Log and Statistics

- As a user, I must be able to add entries to the Log Table with ease, clarity, and convenience. *(8 story points, priority 1)*
- As a user, I must be able to have the statistics easily available and always up-to-date. *(8 story points, priority 1)*
- As a user, I must have the Game Log require as few manual information inputs as possible, automatically filling out as many columns of each log entry as possible. *(3 story points, priority 3)*
- As a user, I must be able to edit any row in the Log Table and have the statistics page remain accurate after changes are made. *(5 story points, priority 5)*

Sprint 2 - Contact Book and Life Counter

- As a user, I must be able to create profiles in the contact book for both frequent opponents, as well as frequently faced decks, and have deck profiles optionally linked to a parent opponent profile *(8 story points, priority 1)*
- As a user, I must be able to have a functioning Life Counter, for use alongside a game. *(5 story points, priority 1)*
- As a user, I must be able to have contact profiles be incomplete to any degree, yet still usable by the Game Log and Life Counter *(3 story points, priority 3)*

Sprint 3 - Inter-page integration

- As a user, I must be able to have the Log entry form pull information from any selected contact profile. *(3 story points, priority 1)*
- As a user, I must be able to set the Life Counter to optionally display the name and picture of an opponent profile, or a deck profile, or both. *(3 story points, priority 2)*
- As a user, I must be able to have the Life Counter detect a win/loss condition, and be able to automatically generate a new entry to the Log solely from information already selected and displayed on the Life Counter screen. *(5 story points, priority 3)*

Sprint 4 - Settings and Additional Features

- As a user, I must be able to edit the default behaviors of the application with a simple-to-use settings page. *(5 story points, priority 1)*
- As a developer, I must be able to integrate additional features, such as more calculable statistics for the statistics page, or a turn timer. *(? story points, priority ?)*

4 Product Backlog

The following features were considered for WinRate but shelved until a workable version 1 has been created.

- Full life counter integration with the scoring systems of multiple card games.
- The ability to store the contents of a deck (colloquially known as a ‘decklist’) in a deck profile.
- The ability to automatically import a decklist from public servers.
- The ability to search individual card pricings from known online vendors.
- Have the Life Counter visually display other niche game information, such as counters, and player tokens.