**CMPS 183 Release Plan Revision 1.2**

# Sprint 1 - User Accounts

## High Level Goals

The primary goal of the first sprint is to create player accounts with the necessary backend authentication and frontend U.I. These accounts will then be used to store player’s collections of cards and decks (some of which is currently stored in localstorage). In addition to these primary goals the sprint will include minor upgrades to the A.I as well as new cards.

## Stories

|  |  |  |  |
| --- | --- | --- | --- |
| As a... | User Stories | Priority | Story Points |
| Player | As a player I would like my decks and collection to be saved to an account, so it persists across devices. | 1 - Need | 8 |
| Player | As a player I would like to grow my collection over time so that I have a sense of progression | 1 - Need | 5 |
| Timmy | As a Timmy I would like cards that give me overwhelming advantage, even if they are very expensive | 2 - Should | 3 |
| Player | As a player I would like the A.I to attack more strategically, so the game is more of a challenge. | 3 - Nice | 3 |

# Sprint 2 - Gameplay Features

The primary goal of the second sprint is to implement two planned, but not yet implemented game rules, damage splitting and mulligans. In addition it will add in an in game economy for buying cards. Finally like the first sprint, it will include minor upgrades to the A.I and new cards.

## Stories

|  |  |  |  |
| --- | --- | --- | --- |
| As a... | User Stories | Priority | Story Points |
| Player | As a player I would like to be able to replace cards in my initial hand, if they are poor (mulligan) | 2 - Should | 5 |
| Player | As a player I would like to be able to split damage strategically when my unit is multiblocked | 2 - Should | 5 |
| Business | As a business I would like an in-game monetary system to obtain cards for players. | 2 - Should | 8 |
| Spike | As a Spikey player I would like powerful skill testing cards that will see competitive play. | 2 - Should | 3 |
| Player | As a player, I would like the A.I to understand persistent effects, so it doesn't break immersion | 3 - Nice | 5 |

# Sprint 3 - Game Economy

## High Level Overview

The primary goal of the final sprint is to implement a way for players to use real game money to purchase in game items. It also aims to clarify gameplay with better visuals and to further upgrade the A.I and expand the card pool.

|  |  |  |  |
| --- | --- | --- | --- |
| As a... | User Stories | Priority | Story Points |
| Player | As a player I would like a limited mode, so I can try out cards I don't have or aren't competitive. | 2 - Should | 8 |
| Player | As a user I would like it to be more clear how combat is resolved (better U.I, animations) | 2 - Should | 8 |
| Jonny | As a Johnny I would like combo cards with neat effects, even if they aren't very strong. | 2 - Should | 5 |
| Business | As a business I would like to sell players in game items or premium currency for real money. | 2 - Should | 8 |

**Product Backlog**

|  |  |  |  |
| --- | --- | --- | --- |
| As a... | User Stories | Priority | Story Points |
| Player | As a player I would like to create a to manage my account profile. | 3 - Nice | 3 |
| Player | As a player I would like to be able to play against the A.I, even when I have no internet connection | 3 - Nice | 3 |
| Developer | As a developer, I would like to collect analytics about how players play the game to improve it. | 3 - Nice | 3 |
| Developer | As a developer I would like to have comprehensive unit tests, to avoid manual testing. | 3 - Nice | 13 |
| Developer | As a developer, I would like to have a organized and encapsulated code to have consistency in card effects and remove redundancy. | 2 - Should | 5 |
| Developer | As a developer, I would like a sandbox mode to test new cards and mechanics. | 3 - Nice | 8 |

**Project Presentation**

<https://docs.google.com/presentation/d/140GR5yXRb4NkPwu5nQbhfcveWdRuT30cJCpIeKt1_PQ/edit?usp=sharing>