# Sprint 1 Plan

Goal: To add persistent server-side user collections.

## User Story 1

As a player I would like my decks and collection to be saved to an account, so it persists across devices.

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| --- | --- | --- | --- |
| **Task** | **Location** | **Hours** | **Team** |
| Create a schema for user table in postgres database | Backend | 2 | Marian |
| Connect NodeJS Backend to Postgres Database | Backend | 2 | Marian |
| Build login API on Nodejs backend | Backend | 6 | Marian |
| Add email support for verifying emails and resetting passwords | Backend | 4 | Froy |
| Built client side login/register UI | Frontend | 4 | Calvin |
| Building email template | Backend | 4 | Alan |

## User Story 2

As a player I would like to grow my collection over time so that I have a sense of progression.

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| --- | --- | --- | --- |
| **Task** | **Location** | **Hours** | **Team** |
| Create a schema for user card collections in postgres database. | Backend | 4 | Froy |
| Build a collection class into the game logic. | Model | 3 | Will |
| Program deck editor to only allow player to use collected cards. | Model | 4 |  |
| Build a system for opening booster packs | Model | 5 |  |
| Built client UI for opening packs | Frontend | 4 |  |

## User Story 3

## As a player I would like the A.I to attack more strategically, so the game is more of a challenge

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| --- | --- | --- | --- |
| **Task** | **Location** | **Hours** | **Team** |
| Program A.I to analyze cost of attacking (lost potential blocks) vs value of dealing damage. | Model | 5 | Thong |

## User Story 4

As a Timmy I would like cards that give me overwhelming advantage, even if they are very expensive

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| --- | --- | --- | --- |
| **Task** | **Location** | **Hours** | **Team** |
| Design new cards. | Model | 4 |  |
| Find images for new cards and resize/edit them to fit game (1000 x 560 px) | Frontend | 4 |  |
| Program new cards into game | Model | 4 |  |

