# Sprint 2 Plan

Goal: To finish implementing all game rules

## User Story 1

As a player I would like to be able to replace cards in my initial hand, if they are poor (mulligan)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Location** | **Hours** | **Team** | **Status** |
| Create logic for mulligans (possibly using choice system) | Model | 6 | Calvin |  |
| Potentially create new UI | Frontend | 4 |  |  |

## User Story 2

As a player I would like to be able to split damage strategically when my unit is multiblocked

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| --- | --- | --- | --- | --- |
| **Task** | **Location** | **Hours** | **Team** | **Status** |
| Create logic for multiblocking (possibly using choice system) | Model | 6 |  |  |
| Create synchronization code for multblocking | Model | 4 |  |  |
| Create new UI for multiblocking | Frontend | 4 |  |  |

## User Story 3

As a business I would like an in-game monetary system to obtain cards for players.

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| --- | --- | --- | --- | --- |
| **Task** | **Location** | **Hours** | **Team** | **Status** |
| Polish Store UI | Frontend | 5 | Marian |  |
| Enforce Store logic on backend | Backend | 3 |  |  |

## 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** | **Status** |
| 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 |  |  |

## User Story 5

As a player, I would like the A.I to understand the value of triggers, so it doesn't break immersion

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Location** | **Hours** | **Team** | **Status** |
| Add system to multiply value of mechanic by value of trigger depending on context | Model | 5 | Thong |  |
| Add evaluators to all existing triggers | Model | 4 |  |  |

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