# Sprint 3 Plan

Goal: To finish implementing all game rules

## User Story 1

As a player I would like a offline vs A.I limited mode, so I can try out cards I don't have or aren't competitive.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Location** | **Hours** | **Team** | **Status** |
| Write Draft Class in Model | Model | 4 | Calvin |  |
| Write Angular Draft service (service) | Frontend | 4 | Thong |  |
| Build Draft Picker UI (view) | Model | 4 |  |  |
| Track wins/loss and give rewards (part of draftf service) | Model | 2 |  |  |

## User Story 2

As a user I would like it to be more clear how combat is resolved (better U.I, animations)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Location** | **Hours** | **Team** | **Status** |
| Create Combat Animator system | Frontend | 6 | Will |  |
| Modify clientgame to do combat over time | Model | 6 |  |  |

## User Story 3

As a Johnny I would like combo cards with neat effects, even if they aren't very strong

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Location** | **Hours** | **Team** | **Status** |
| Design a card | Model | 4 | Alan |  |
| Find an image | Frontend | 4 |  |  |
| Program the card | Model | 4 |  |  |

## User Story 4

As a player I would like to create a to manage my account profile.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Location** | **Hours** | **Team** | **Status** |
| Modify SQL Schema to include profile info | Backend | 1 | Marain |  |
| Add backend route to update profile | Backend | 4 |  |  |
| Add a backend route to get profile | Backend | 4 |  |  |
| Make a page to display profile | Frontend | 4 |  |  |
| Make a page to update profile (or modify display page to allow updating) | Frontend | 4 |  |  |

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