Release Plan - RPS Online - Rock Paper Squad

Rudimentary Base Goal: Play RPS against a 'bot' without rankings, statistics, login, etc.
End Goal: Play RPS against other players with rankings, statistics, login, profile page, etc.

Stories:

- 3 points - As a user, I would like to have a pretty picture that says what rank I am on leaderboard -- Bronze/Silver/Gold/Platinum.
- 5 points - As a user, I would like to be able to choose between rock, paper and scissors as choices in the game.
- 8 points- As a user, I would like to play against a computer if a human is not available.
  - variable difficulty settings
- 8 points - As a user, I would like to switch opponents at any time.
  - Replay vs. Find a New Match
- 8 points - As a user, I would like to have my own statistics page.
  - Win/Loss Count
  - Leaderboard position
- 11 points - As a user, I would like to have a friends list for easy access to invite someone.
- 11 points - As a user, I would like to be able to matchmake with other random users.
- 11 points - As a user, I would like to send game invitations to other players.
- 11 points - As a user, I would like to view a global leaderboard.
- 11 points - As a user, I would like to create a personal sign in so I can have my own profile
  - Customize profile with picture, short bio
  - Favorite choice
  - Top 5 Recent Matches

- 5 points - As a developer, I would like to include css so the game looks visually pleasing.
- 5 points - As a developer, I would like to have integrate d3.js into the platform.
- 5 points - As a developer, I would like bots to have identities (and feelings) and be listed in the leaderboards.
- 8 points - As a developer, I would like to keep track of how many of each game feature has been chosen in real time.
  - Metadata page for general statistics
- 11 points - As a developer, I would like to have different skill levels so users don't win/lose every time.
- 11 points - As a developer, I would like my application to be hosted online.
  - android/ios app
- 15 points - As a developer, I would like all user records to be stored in a persistent database (ACID)

Sprint 1

Goal: As a user I would like to be able to play rock paper scissors online.

Goal: As a developer I would like to have a database working properly.

	User Stories	Story Points
1	**As a user, I would like to be able to play RPS**	
	User input, user ability to choose Rock, Paper, or Scissors	5
	Discussion Design/Learning	5
	HTML outline	8
2	**Basic Skills with technologies**	
	Develop git workflow	3
	Initialization Meeting	3
	Merge conflicts	5
	HTML	5
	CSS	5
	Javascript	5
	D3.JS	5
	Hosting	5
	Database Research	8

Sprint 2

Goal: As a user I would like to be able to sign up/log into a game profile.

Goal: As a developer I would like to implement a login page as well as data logging.

	User Stories	Story Points
1	**Game Play**	
	User/Computer choices are displayed on the game page	5
	Discussion Design/Learning	5
	Visual (css/d3.js)	5
	Data Logging for all users	5
	Game logic	8
2	**Login/Account**	
	Import user data collection	3
	User win/loss logging	4
	Page cleanup	5
	Link Database to Login Page	5
	Link to RPS game once logged in	5
	Login HTML page	8
	Import user data collection	11
	Establish database	11
3	**Profile**	
	Design meeting	3

	Stats at a glance	5
	Customization display	5
	Customization input	8
	HTML improvement	8
4	**Basic Skills with technologies**	
	Merge conflicts	5
	HTML	5
	CSS	5
	Javascript	5
	D3.JS	5
	Hosting	5
	Database Research	8

Sprint 3

Goal: As a user, I would like to be able to play Rock Paper Scissors and have my own user page.

Goal: As a developer I would like to improve upon the already created web pages.

	User Stories	Story Points
1	**As a developer I would like to finish the RPS game**	
	Make global leaderboard accessible to all users	8
	Link database to log in page	8
	Create database for data logging	11
2	**Login/Account**	
	Link to RPS game once logged in	5
	View global leaderboard	8
	Link Database to Login Page	11
	User win/loss logging	11
	Import user data collection	11
3	**Profile**	
	HTML outline	5
	Customization changes	5
	Customization input	5
	Stats at a glance	5
	Customization display	8

4	**Piece everything together**	
	Push all files from different branches into the master branch	5
	Merge conflicts	5
6	**Beuracracy**	
	Finish style guide documentation	5
	Finish buff-up documentation	5
7	**Testing**	
	Showcase to non-development team for opinions	3
	Everyone manually test out each button on every page	5
	Clean code wherever possible	5
	Unit Tests for the game	8