

## Release Plan - RPS Online - Rock Paper Squad - April 28th 2017 - Revision 1 - 9th, 2017

Goal: Play RPS against a 'bot' without rankings, statistics, login, etc.

Stories:

- - 4 hours - As a user, I would like to have my own statistics page
  - Win/Loss
  - Leaderboard position
  - Win/Loss with each choice? (Wins 90% with rock?)
- - 1 hour - As a user, I would like to have a pretty picture that says what rank I am on leaderboard
  - Bronze/Silver/Gold/Plat/Diamond
- - 2 hours - As a user, I would like to switch opponents at any time.
  - Replay vs. Find a New Match
- - 5 hours - As a user, I would like to send game invitations to other players.
- - 5 hours - As a user, I would like to be able to matchmake with other random users
- - 2 hours - As a user, I would like to play against a computer if a human is not available
  - variable difficulty settings
- - 3 hours - As a user, I would like to choose between 3 way RPS or 5 way RPSLS
- - 5 hours - As a user, I would like to have a friends list for easy access to invite someone
- - 4 hours - As a user, I would like to view a global leaderboard
  
- - 4 hours - As a developer, I would like to have different skill levels so users don't win/lose every time
- - 2 hours - As a developer, I would like to include css so the game looks visually pleasing
- - 2 hours - As a developer, I would like my application to be hosted online
  - android/ios app
- - 4 hours - As a developer, I would like to have integrate d3.js into the platform.
- - 4 hours - As a developer, I would like bots to have identities (and feelings) and be listed in the leaderboards
- - 5 hours - 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
- As a user, I would like to be able to play RPS
- - 2 hours - 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
- 3. - 3 hours - 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 create a profile, login, and play rock paper scissors online.

Goal: As a developer I would to have all the basic skills necessary to achieve the above.

	User Stories	Story Points (hrs)	
1	<b>As a user, I would like to be able to play RPS</b>	<b>24 hours</b>	
	HTML outline	3	
	User input, user ability to choose Rock, Paper, or Scissors	4	
	Discussion Design/Learning	5	
	Visual (css/d3.js)	3	
	Game logic	4	
	Data Logging	5	
2	<b>Login/Account</b>	<b>13 hours</b>	
	Establish database	3	
	Login HTML page	4	
	Page clean up	3	
	Import user data collection	3	
3	<b>Profile</b>	<b>17 hours</b>	
	Design meeting	3	
	HTML outline	3	
	Customization display	4	

	Customization input	3	
	Stats at a glance	4	
4	<b>Basic Skills with technologies</b>	<b>30 hours</b>	
	Develop git workflow	4	
	Merge conflicts	5	
	HTML	3	
	CSS	3	
	Javascript	3	
	D3.JS	3	
	Hosting	3	
	Database Research	3	
	Initialization Meeting	3	