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)

4.

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 | **As a user, I would like to be able to play RPS** | **24 hours** |  |
|  | 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 | **Login/Account** | **13 hours** |  |
|  | Establish database | 3 |  |
|  | Login HTML page | 4 |  |
|  | Page clean up | 3 |  |
|  | Import user data collection | 3 |  |
|  |  |  |  |
| 3 | **Profile** | **17 hours** |  |
|  | Design meeting | 3 |  |
|  | HTML outline | 3 |  |
|  | Customization display | 4 |  |
|  | Customization input | 3 |  |
|  | Stats at a glance | 4 |  |
|  |  |  |  |
| 4 | **Basic Skills with technologies** | **30 hours** |  |
|  | Develop git workflow | 4 |  |
|  | Merge conflicts | 5 |  |
|  | HTML | 3 |  |
|  | CSS | 3 |  |
|  | Javascript | 3 |  |
|  | D3.JS | 3 |  |
|  | Hosting | 3 |  |
|  | Database Research | 3 |  |
|  | Initialization Meeting | 3 |  |