infl12gruppe4

STORIES	To Do	In Progress	Verify	Done

STORIES

As an organizer, I want to initialize a poker table so that I can invite a group of players to join the game

As an organizer, I want to invite a group of players to a poker table so that I can start a game

As a player, I want to join a Sit & Go poker table for heads-up so that I can learn to play poker for fun

As a player, I want to register for the games so that I can start playing poker and have fun

As a player, I receive a set amount of chips when game starts so that I have something to wager

As a player, I can see my cards, and the communal cards so that I can decide

To Do

Add text field for logging — Jostein

Add resolution options — UNASSIGNED

Make window scaling possible — UNASSIGNED

Add "Back"/"Exit" button — Jostein

Add a log screen — Jostein

In Progress

Change positions of all the GUI objects — André, Jostein

Clean up all of the GUI-things — Jostein

Add slider to GUI — Jostein

Verify

Add 6 players to GUI — André

Done

Make a main-method in the GUI-class to — Kristian

Make ActionListeners for each button — André

Make a Player-class — Kristian

When the game starts, all the players get a set — UNASSIGNED

Make errorSceen — André, Jostein

Design buttons and layout(css) — Jostein

Make board-layout — André, Jostein, Mariah

Make settings screen — André

Make player-layout — André

Make a design for a GUI — André, Jostein, Mariah

if to bet, check or fold

As a player, I will be dealt no more cards if I do not have any chips left so that a winner can be declared +

As a player, I can see my position on the board, and the dealer-button so that I know what position i have (UTG, CO, BTN, SB, BB) +

Add picture of Dealer-button
☐ André

Make picture of dealer button
Mariah

Make picture of chips
Mariah

As a player, I want be able to choose (basic) AI players as opponents so that I can play even if no other human players participate +

As a spectator I want to watch a poker table + player statistics so that I can learn strategies +

As a teaching assistant I want to see a tidy git repo so that I can easily find code, documents and models +

Make endgame condition
☐ UNASSIGNED

Do not deal in players who dont have chips
Kristian

Make endScreen
☐ André

make basic AI
☐ Morten

Clean repo
☐ ALL

Find sprites for each card
☐ UNASSIGNED

Make Imageviewer-class
☐ Jostein

Make a pregame lobby
☐ André

Make opponent-layout
☐ André

Make MainMenu
☐ Jostein

As a teaching assistant I want to find a README.md in the repository's top folder so that I can easily find licence information, group members and information on the project

README-file: information on the project
ALL

README-file: licence information
ALL

README-file: group members
ALL

As a teaching assistant I want to find all the required diagrams

Make System sequence diagram
Kristian, Kaja

make use case diagram
kaja

Make User requirements specification
kaja

Make Operation contracts for three events
Simon & Jostein

Make Source code and ANT build script
Vegar

Make Minutes from group meetings
ALL

Make Domain model
kaja

Make Design Diagram
Ragnhild, Kaja

Make Use case text
Ragnhild, Kristian, Kaja

Make a glossary
ALL

Make Sprint backlog (user stories)
ALL

As a player I want to know who won the hand, so that the winner can recieve the pot.

Handle split pot
UNASSIGNED

Make a HandCalculator class to calculate
Vegar

hand class (hole + community cards)
UNASSIGNED

StraightFlush
Ragnhild

Flush
Vegar & Simon & Kaja

TwoPairs
Ragnhild

House
Henrik

Highcard
Vegar

Straight
Ragnhild

XOfaKind
kaja

Implement game control

Refactor gameloop
Kristian

Gameloop
Ragnhild, Kristian

Implement communication between controller and
Kristian

Implement communication between model and
Kristian

As a player I want the blinds to increase periodically

fix timer for blind level duration
UNASSIGNED

| As a player I want the blinds to increase periodically | fix timer for blind level duration |
| UNASSIGNED |

| As a Player I want to join a Sit & Go poker table for 4-6 people so that I can improve my poker skills | Update Game to handle more than 2 players | Update GameController to handle busted clients |
| | Kristian | Kristian |

| As a Player I want to be able to choose a more advanced AI player as opponent (taking into account open cards, bets, etc. → non random behaviour) so that I can test my skills against a more advanced opponent | Merge MC-AI and GameLogic | Implement MonteCarlo-algorithm AI | Give all AIs names |
| | Morten, Kristian | Morten | UNASSIGNED |

| As a Player I want to be provided with the best scoring hand that I have right now | Make a toString for all rules | Add label in PlayerLayout to show the best hand |
| | Kaja, Ragnhild, Vegar | André |

| As a Player I want to be able to save my game statistics to a text file so that I can compare my progress over different games played later | Make a class that writes the players statistics to a | Save statistics when a game ends |
| | Henrik & Simon | Kristian |