

Sprint Plan #3
Game Of Cards
Team Wildcard

Revision #2, 11/5/18

Team Members: Thuan Le (PO), Thanut (Art) Parkeenvincha, Kalyn Williams, Kyle Lee (SM)

Sprint 3:

User Stories, priority ordered	Story Points
<ul style="list-style-type: none">● As a user, I want the game of <i>Chance</i> to be finished.<ul style="list-style-type: none">○ I want to be able to play a complete game of <i>Chance</i>.	5
<ul style="list-style-type: none">● As a user, I want to experience <i>Chance</i> in a multiplayer setting with friends.<ul style="list-style-type: none">○ Researching the requirements of a peer-to-peer network.○ Become proficient at writing netcode.○ Relay communication between players while minimizing latency.○ Implement multiplayer into <i>Chance</i>.	15
<ul style="list-style-type: none">● As a user, I want to be able to play <i>Blackjack</i>.<ul style="list-style-type: none">○ Implement the rules of the game.○ Create the user interface for the game.○ Ensure user experiences flow smoothly.	20
<ul style="list-style-type: none">● As a user, I want to experience <i>Blackjack</i> in a multiplayer setting with friends.<ul style="list-style-type: none">○ Researching the requirements of a peer-to-peer network.○ Become proficient at writing netcode.○ Relay communication between players while minimizing latency.○ Implement multiplayer into <i>Blackjack</i>.	10
<ul style="list-style-type: none">● As a developer, I want to test <i>Chance</i> to ensure that there are no edge cases and the game runs smoothly.<ul style="list-style-type: none">○ Test <i>Chance</i>	5

<ul style="list-style-type: none"> ○ Test Blackjack ○ Test Deck 	
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Team Roles:

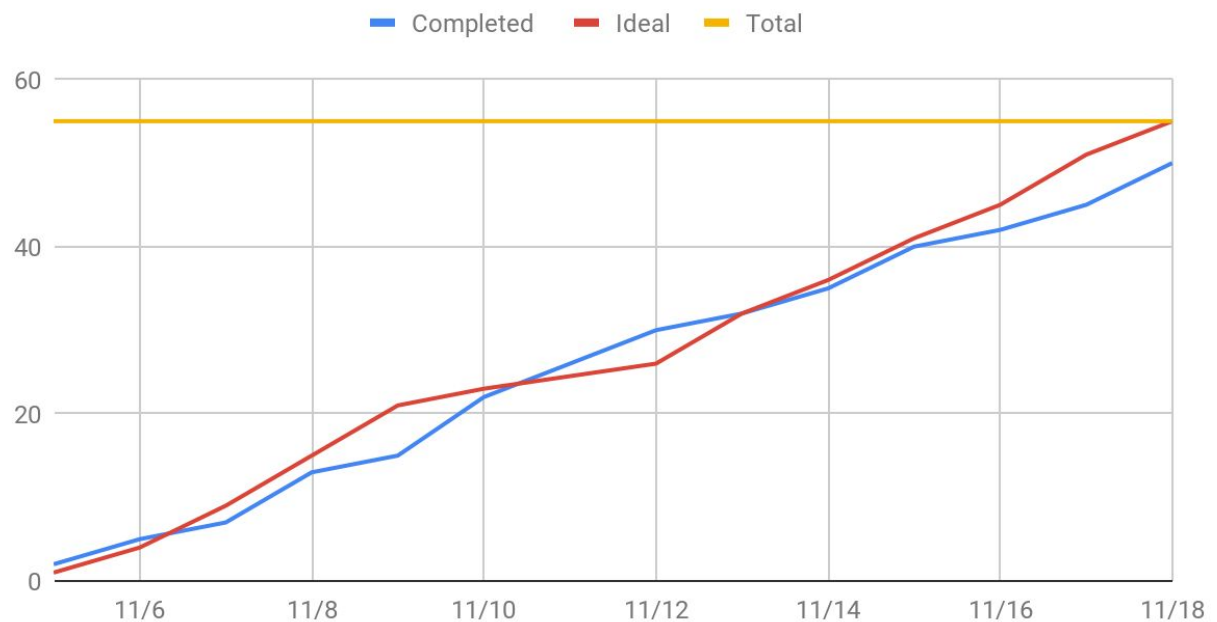
- All: Unity developer
- Thuan Le (PO)
- Kyle Lee (SM)

Initial Task Assignment:

- Art:
 - Clean up existing code
 - Fix use of cameras in unity
- Thuan
 - Start implementing multiplayer
- Kyle
 - Finish Chance game logic, flow, AI
 - Implement Blackjack game logic, flow AI
- Kalyn
 - Create the scene for Blackjack
- All
 - Research multiplayer
 - Research unity testing in Unity

Initial Burnup Chart:

Burn Up Chart



Initial Scrum Board:

An online Scrum Board has been created on the organization website, Trello. A link can be found [here](#).

Scrum Times:

- Monday: 12:00 PM - 12:15 PM
- Wednesday: 12:00 PM - 12:15 PM
- Friday: 12:00 PM - 12:15 PM