

Sprint Plan #2
Game of Cards
Team WildCard

Revision #2, 12/5/2018

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

Sprint 2:

User Stories, priority ordered	Story points
<ul style="list-style-type: none">As a user, I want to have an engaging original single player card game called <i>Chance</i>.<ul style="list-style-type: none">Working draw and shuffle card deck system.Design the math that governs the rules of the game.Fully flush out the rules and mechanics.Create the user interface for the game.Ensure user experiences flow smoothly.<ul style="list-style-type: none">Exits the game without crashing.	11
<ul style="list-style-type: none">As a user, I want to play <i>Chance</i> and with additional gameplay features, such as the swap mechanic.<ul style="list-style-type: none">Implement the swapping mechanic in single player.	9
<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
Total:	35

Team Roles:

- All: Unity developer
- Thuan Le (PO)
- Kalyn Williams (SM)

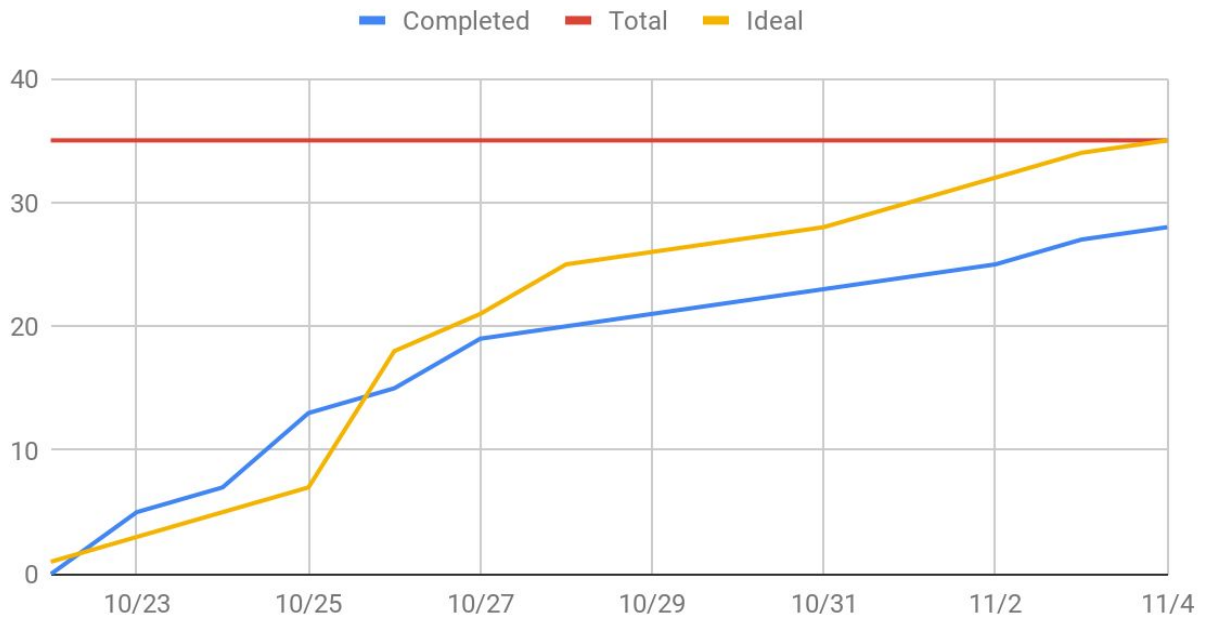
Initial Task Assignment:

- Art: Deck Algorithm shuffle(), dealChanceHands(), draw()

- Thuan: Hands cards(), swap(), sum(), discard()
- Kyle: game logic captureHands(), trackScene() ,Opponent AI, when to swap
- Kalyn: game UI

Initial Burnup Chart:

Sprint 2 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