Sprint Plan #2
Game of Cards
Team WildCard
Revision #1, 10/22/2018
Team Members: Thuan Le (PO), Thanut (Art) Parkeenvincha , Kalyn Williams(SM), Kyle Lee

Sprint 2:

User Stories, **priority ordered**	Story points
● As a user, I want to have an engaging original single player card game called *Chance*. 　○ 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. 　　■ Exits the game without crashing.	11
● As a user, I want to play *Chance* bug-free and with additional gameplay features, such as the swap mechanic. 　○ Flush out all bugs in the game. 　○ Implement the swapping mechanic in single player.	9
● As a user, I want to experience *Chance* in a multiplayer setting with friends. 　○ Researching the requirements of a peer-to-peer network. 　○ Become proficient at writing netcode. 　○ Relay communication between players while minimizing latency. 　○ Implement multiplayer into *Chance*.	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

Initial Burnup 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