

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"><li>● As a user, I want the game of <i>Chance</i> to be finished.<ul style="list-style-type: none"><li>○ I want to be able to play a complete game of <i>Chance</i>.</li></ul></li></ul>	5
<ul style="list-style-type: none"><li>● As a user, I want to experience <i>Chance</i> in a multiplayer setting with friends.<ul style="list-style-type: none"><li>○ Researching the requirements of a peer-to-peer network.</li><li>○ Become proficient at writing netcode.</li><li>○ Relay communication between players while minimizing latency.</li><li>○ Implement multiplayer into <i>Chance</i>.</li></ul></li></ul>	15
<ul style="list-style-type: none"><li>● As a user, I want to be able to play <i>Blackjack</i>.<ul style="list-style-type: none"><li>○ Implement the rules of the game.</li><li>○ Create the user interface for the game.</li><li>○ Ensure user experiences flow smoothly.</li></ul></li></ul>	20
<ul style="list-style-type: none"><li>● As a user, I want to experience <i>Blackjack</i> in a multiplayer setting with friends.<ul style="list-style-type: none"><li>○ Researching the requirements of a peer-to-peer network.</li><li>○ Become proficient at writing netcode.</li><li>○ Relay communication between players while minimizing latency.</li><li>○ Implement multiplayer into <i>Blackjack</i>.</li></ul></li></ul>	10
<ul style="list-style-type: none"><li>● 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"><li>○ Test <i>Chance</i></li></ul></li></ul>	5

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

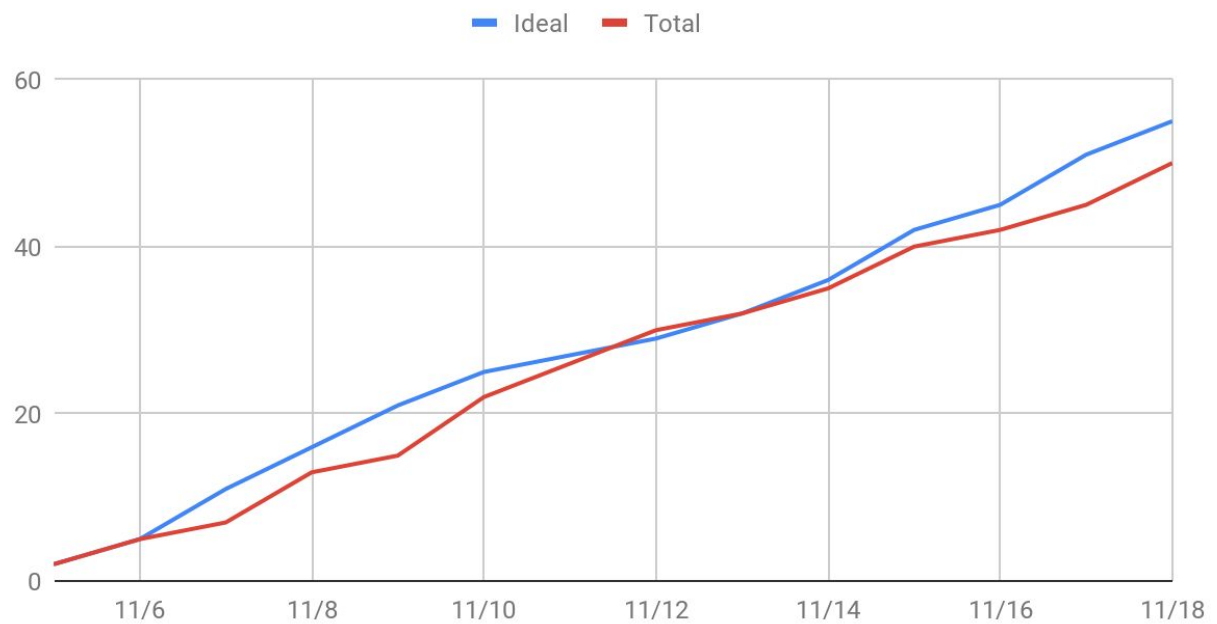
- All: Unity developer
- Thuan Le (PO)
- Kyle Lee (SM)

### **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