Sprint Plan #4
Game of Cards
Team WildCard
Revision #1, 11/19/2018
Team Members: Thuan Le (PO), (SM)Thanut (Art) Parkeenvincha , Kalyn Williams, Kyle Lee

Sprint 4:

User Stories, **priority ordered**	Story points
● As a user, I want to play both games with multiplayer settings. ○ Implement blackjack with multiplayer settings. ○ Implement chance with multiplayer settings.	20
● As a developer, I want to create a test that test the functions of blackjack, chance, deck, and multiplayer. ○ Test deck. ○ Test chance. ○ Test multiplayer.	15
● .As a user, I want a full game experience that includes music, sound, and other additional effects. ○ Find music or perhaps compose our own. ○ Implement sound effects gathered from the internet. ○ Fix screen resolution. ■ Card drawing, placing, and swapping sounds.	10
Total:	45

Team Roles:
- All: Unity developer
- Thuan Le (PO)
- Thanut (Art) Parkeenvincha (SM)

Initial Task Assignment:
Kalyn: Testing for chance and Blackjack.
Art: Multiplayer, Testing for Blackjack.
Thuan: Sound Effects, Game Resolution.
Kyle: Fix BlackJack for multiplayer, fix toggling.

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