

Release Plan #1

Game of Cards

Team WildCard

Revision #1, 10/8/2018

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**High level goals:** Implement two card games where the user can play with the dealer. Hopefully to implement multiplayer where the user can host the game via a peer-to-peer network and play with friends.

**Sprint 1:**

User Stories, <b>priority ordered</b>	Story points
<ul style="list-style-type: none"><li>As a team member, I want to become proficient in Unity (C#) by learning together at the same pace.<ul style="list-style-type: none"><li>Find resources on Unity and share them together.</li><li>Practice Unity at least an hour per day.</li><li>Create buttons and sliders for the menu and options.</li><li>Finish up and polish the game menu.</li></ul></li></ul>	15
<ul style="list-style-type: none"><li>As a user, I want to have a functional user interface that allows me able to pick a card game to play and modify settings.<ul style="list-style-type: none"><li>Design a layout for the menu.</li><li>Choose which settings to include.<ul style="list-style-type: none"><li>Resolution, sound, card skins?</li></ul></li><li>Design an aesthetically pleasing user interface.</li></ul></li></ul>	7
<ul style="list-style-type: none"><li>As a team member, I want to be able to communicate with my team in an organized and efficient matter.<ul style="list-style-type: none"><li>Create a Github account.</li><li>Decide on a communication platform.<ul style="list-style-type: none"><li>Trello, Slack, texting, etc.</li></ul></li></ul></li></ul>	0
Total:	22

**Sprint 2:**

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

### Sprint 3:

User Stories, <b>priority ordered</b>	Story points
<ul style="list-style-type: none"> <li>As a user, I want to play the classic game Blackjack.             <ul style="list-style-type: none"> <li>Research and imitate the rules of Blackjack.</li> <li>Use <i>Chance</i>'s draw and shuffle system.</li> <li>Create the user interface for the game.</li> <li>Ensure user experiences flow smoothly.</li> </ul> </li> </ul>	14
<ul style="list-style-type: none"> <li>As a user, I want to play Blackjack bug-free             <ul style="list-style-type: none"> <li>Flush out all bugs in the game.</li> </ul> </li> </ul>	8
<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>Implementing a peer-to-peer network.</li> </ul> </li> </ul>	13

<ul style="list-style-type: none"> <li>○ Relay communication between players while minimizing latency.</li> <li>○ Implement multiplayer into <i>Blackjack</i>.</li> </ul>	
Total:	41

#### Sprint 4:

User Stories, <b>priority ordered</b>	Story points
<ul style="list-style-type: none"> <li>● As a user, I want a full game experience that includes music, sound, and other additional effects. <ul style="list-style-type: none"> <li>○ Find music or perhaps compose our own.</li> <li>○ Implement sound effects gathered from the internet. <ul style="list-style-type: none"> <li>■ Card drawing, placing, and swapping sounds.</li> </ul> </li> <li>○ A wide variety of backgrounds to choose from.</li> <li>○ A wide variety of card skins to choose from.</li> </ul> </li> </ul>	10
Total:	10