Sprint Plan #4
Game of Cards
Team WildCard
Revision #2, 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.
	21

● As a developer, I want to create a unit test that test the functions of Blackjack, Chance, Deck, and Multiplayer.
   ○ Test chance.
   ○ Test multiplayer.
   ○ Test UI.
	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:	46

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

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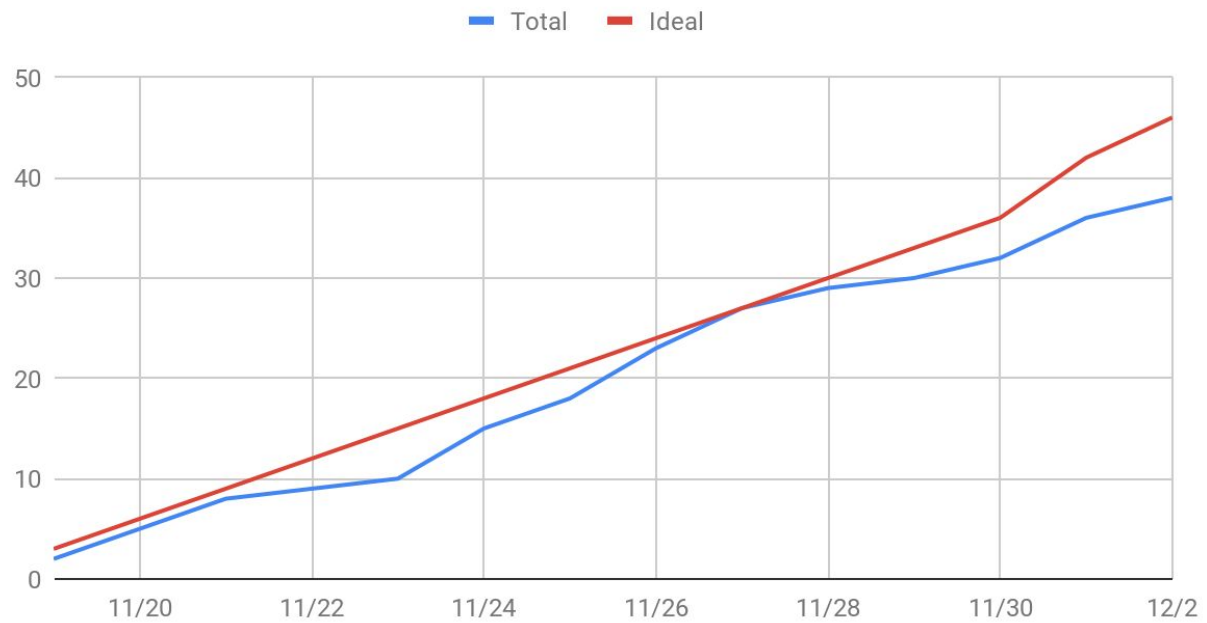Kalyn: Testing for chance and Blackjack.
Art: Multiplayer, Testing for Blackjack.
Thuan: Sound Effects, Game Resolution.
Kyle: Fix BlackJack for multiplayer, fix toggling.

Initial Burnup Chart:

Sprint 4 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