Sprint Plan #1
Game of Cards
Team WildCard
Revision #1, 10/9/2018
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Goal: Learning the Unity game engine and its core components such as asset management and built-in GUI to create a working game menu.

| User Stories, **priority ordered**	Story points
1. As a team member, I want to become proficient in Unity (C#) by learning together at the same pace. ○ Find resources on Unity and share them together. ○ Practice Unity at least an hour per day. ○ Create buttons and sliders for the menu and options. ○ Finish up and polish the game menu.	15
2. 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. ○ Design a layout for the menu. ○ Choose which settings to include. ■ Resolution, sound, card skins? ○ Design an aesthetically pleasing user interface.	7
3. As a team member, I want to be able to communicate with my team in an organized and efficient matter. ○ Create a Github account. ○ Decide on a communication platform. ■ Trello, Slack, texting, etc.	0
Total:	22

Team Roles:
● All: Unity developer

Initial Task Assignment:
● All: All user stories and tasks

Initial Burnup Chart:

Sprint 1 Burn up Chart
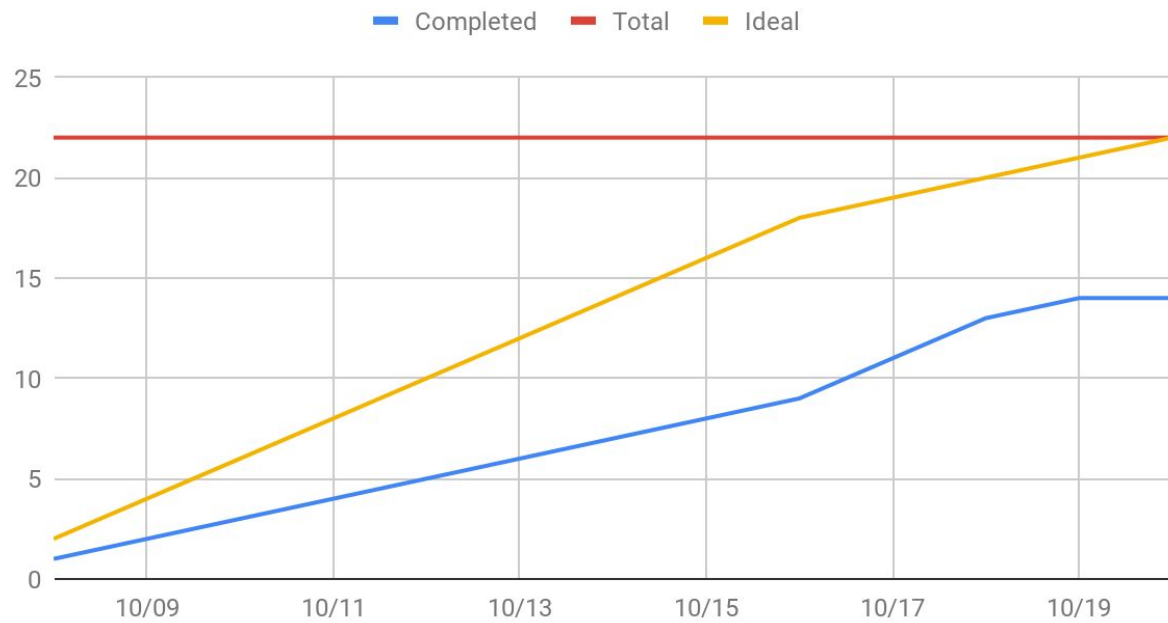
Initial Scrum Board:

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