

Sprint Plan #2  
Game of Cards  
Team WildCard

Revision #2, 12/5/2018

Team Members: Thuan Le (PO), Thanut (Art) Parkeenvincha , Kalyn Williams(SM), Kyle Lee

**Sprint 2:**

User Stories, <b>priority ordered</b>	Story points
<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> and with additional gameplay features, such as the swap mechanic.<ul style="list-style-type: none"><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

**Team Roles:**

- All: Unity developer
- Thuan Le (PO)
- Kalyn Williams (SM)

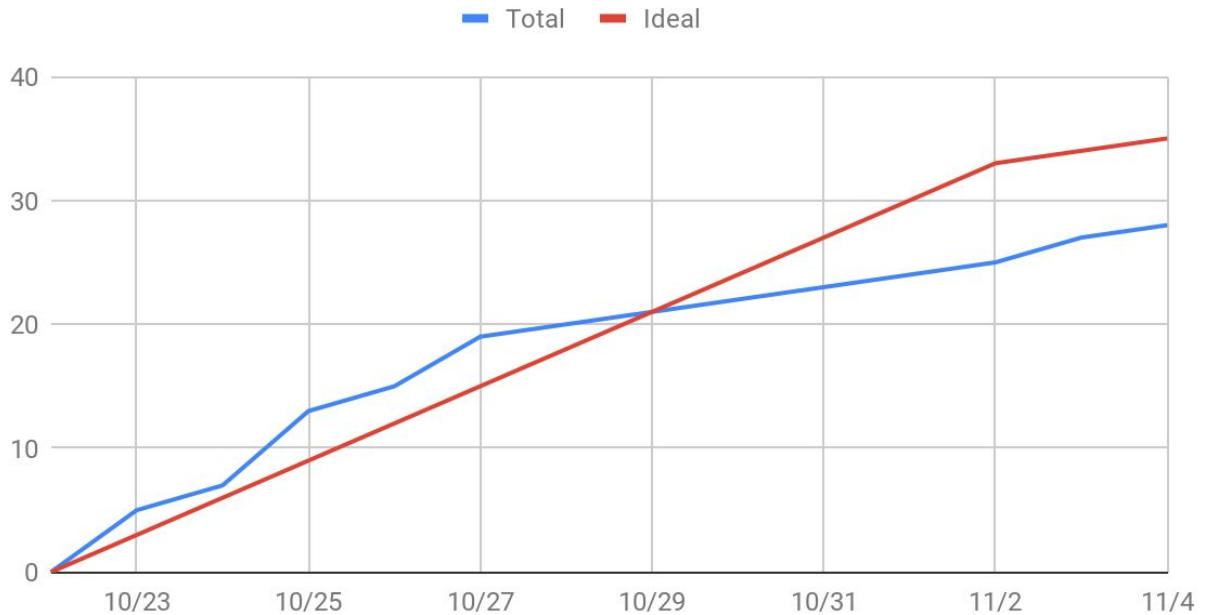
**Initial Task Assignment:**

- Art: Deck Algorithm shuffle(), dealChanceHands(), draw()

- Thuan: Hands cards(), swap(), sum(), discard()
- Kyle: game logic captureHands(), trackScene() ,Opponent AI, when to swap
- Kalyn: game UI

### Initial Burnup Chart:

#### Sprint 2 Burn Down 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