Sprint Plan #1 Game of Cards Team WildCard Revision #1, 10/9/2018

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

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
 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:

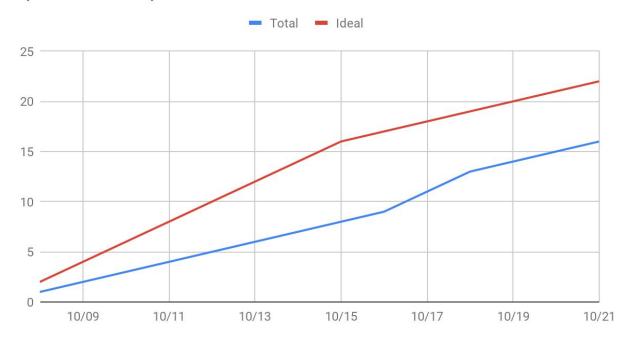
• All: Unity developer

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