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