Release Plan #1

Game of Cards

Team WildCard

Revision #1, 10/8/2018

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

**High level goals**: Implement two card games where the user can play with the dealer. Hopefully to implement multiplayer where the user can host the game via a peer-to-peer network and play with friends.

**Sprint 1**:

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| --- | --- |
| 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 |
| * 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 |
| * 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 |

**Sprint 2**:

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| --- | --- |
| User Stories, **priority ordered** | Story points |
| * As a user, I want to have an engaging original single player card game called *Chance*.   + Working draw and shuffle card deck system.   + Design the math that governs the rules of the game.   + Fully flush out the rules and mechanics.   + Create the user interface for the game.   + Ensure user experiences flow smoothly.     - Exits the game without crashing. | 11 |
| * As a user, I want to play *Chance* bug-free and with additional gameplay features, such as the swap mechanic.   + Flush out all bugs in the game.   + Implement the swapping mechanic in single player. | 9 |
| * As a user, I want to experience *Chance* in a multiplayer setting with friends.   + Researching the requirements of a peer-to-peer network.   + Become proficient at writing netcode.   + Relay communication between players while minimizing latency.   + Implement multiplayer into *Chance*. | 15 |
| Total: | 35 |

**Sprint 3:**

|  |  |
| --- | --- |
| User Stories, **priority ordered** | Story points |
| * As a user, I want to play the classic game Blackjack.   + Research and imitate the rules of Blackjack.   + Use *Chance*’s draw and shuffle system.   + Create the user interface for the game.   + Ensure user experiences flow smoothly. | 14 |
| * As a user, I want to play Blackjack bug-free   + Flush out all bugs in the game. | 8 |
| * As a user, I want to experience *Blackjack* in a multiplayer setting with friends.   + Implementing a peer-to-peer network.   + Relay communication between players while minimizing latency.   + Implement multiplayer into *Blackjack*. | 13 |
| Total: | 41 |

**Sprint 4:**

|  |  |
| --- | --- |
| User Stories, **priority ordered** | Story points |
| * 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.     - Card drawing, placing, and swapping sounds.   + A wide variety of backgrounds to choose from.   + A wide variety of card skins to choose from. | 10 |
| Total: | 10 |