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.

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| --- | --- |
| 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 |
| 1. 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 |
| 1. 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 |

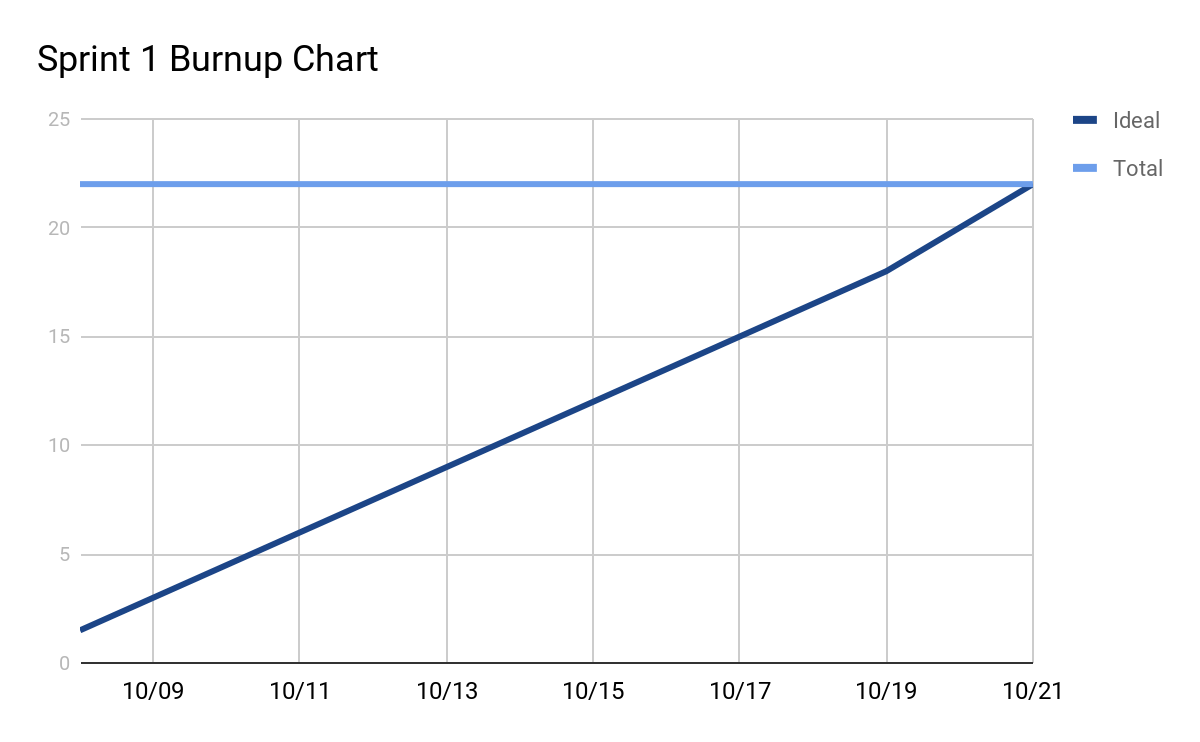
**Team Roles:**

* All: Unity developer

**Initial Task Assignment:**

* All: All user stories and tasks

**Initial Burnup Chart:**



**Initial Scrum Board:**

An online Scrum Board has been created on the organization website, Trello. A link can be found [here](https://trello.com/invite/b/nC4iaQYB/163aac87e030627c3be971a038a76985/game-of-cards-sprint-1-%F0%9F%94%A5-08-10-18-21-10-18).

**Scrum Times:**

* Monday: 12:00 PM - 12:15 PM
* Wednesday: 12:00 PM - 12:15 PM
* Friday: 12:00 PM - 12:15 PM