

## Sprint 1 Plan CMPS 115 – Software Methodology

Product name: The Luck of the West (Android App)

Team: Members: Noah Davidson (PO), Billy Lai, Devon Long (SM), Ekaterina Tcareva, Jaewon Jung

Sprint completion date: July, 18th, 2016 Revision # 1 Revision date: July, 5th

Goal: Create the basic 4 games of the game. 1) Liar's Dice 2) shootout 3) School House  
4) Mining

### User Story 1:

As a player, I want Liar's Dice such that the saloon has a fun gambling oriented game.

Story Points: 15

Task 1: create games interface (turn phases) 4-6 hours

Task 2: create ai to play against 8-10 hours

Task 3: create gambling system 1-2 hours

Task 4: create saloon assets 2-4 hours

### User Story 2:

As a player, I want a shootout game such that it feels more immersed in the spirit of the Wild West.

Story Points: 5

Task 1: Create targets and shooting game 3-6 hours

Task 2: Create target assets 1-3 hours

### User Story 3:

As a player, I want a school house game such that it brings a more realistic town atmosphere.

Story Points: 5

Task 1: Create card game interface 3-6 hours

Task 2: Create card game assets 1-3 hours

### User Story 4:

As a player, I want a mining game such that the wild west town is completely immersed in the spirit of the wild west.

Story Points: 8

Task 1: create simon says gaming interface 3-6 hours

Task 2: create mining assets 1-3 hours

Team Roles: Noah Davidson: Product Owner, Developer, Artist, Programmer

Billy Lai: Developer, Programmer Ekaterina Tcareva: Developer, Programmer

Devon Long: Developer, Programmer, Statistical Analyst

Jaewon Jung: Developer, Programmer

Task Assignments: Noah Davidson: User Story 1, Task 1,3 & 4

Billy Lai: User Story 1, Task 1, 2 & 3

Ekaterina Tcareva: User Story 3, Task 1 & 2

Devon Long: User Story 2, Task 1 & 2

Jaewon Jung: User Story 4, Task 1 & 2