

SPRINT 1 (10/25/2019 - 11/3/2019)

Name	Description
Brainstorm Ideas	Come up with ideas for the project
Install Unity and GitHub	Install the correct version of Unity and install GitHub desktop to manage version control
Watch tutorials about Unity	Learn how Unity is used so we know the basic functionality
First draft of background art	Create first draft of custom background art for each scene
First draft of card art	Create first draft of custom deck designs for each card
Create main menu screen	Implement a very basic main menu with buttons to instructions scene and a button to the game play scene
Create instruction menu screen	Implement a very basic main menu with first draft of instructions and a button to go back to the start menu
Create game screen	Implement a very basic game screen where the main game will take place
Implement card assets	Upload first draft of deck into Unity to begin development
Randomly shuffle deck	Write software to randomly shuffle the deck between the user and AI
Assign cards to human and AI	Write software that stores what cards each player has and can update what cards each player loses or gains
Place cards in pile	Write software that places the card sprites into the center of the page and allows the user to see the last 5 cards played
Place cards on opposite ends of screen	Write software that can send the card sprites to the opposite ends of the screen so the user can see where the cards are coming from
Implement slap button placeholder	Create a button that the user will click of they can receive cards

Time to Complete
2 days
1 hour
2 days
7 days
7 days
3 hours
3 hours
3 hours
1 hour
1 hour
1 hour
3 hours
3 hours
1 hour