

## 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

## SPRINT 2 (11/4/2019 - 12/1/2019)

Name	Description
Final draft of background	Implement final draft of background art in project
Final draft of cards	Implement final draft of cards art in project
Music	Create and implement custom music to play
Sound effects	Create and implement custom sound effects for certain gameplay scenarios
Winner page	Display a screen with text saying the user won and ask to play again
Looser page	Display a screen with text saying the user lost and ask to play again
Implement face card cases	Write software to deal with the face card corner cases. Ace: 4 tries to get a face card, King: 3 tries, Queen: 2 tries, Jack: 1 try
Final draft of instructions	Revise instructions for clearer understanding. Implement multiple scenes to show examples of gameplay

Card counter	Write software to keep track of how many cards each player has
AI difficulties	Create easy, medium, and hard AI modes. These modes will only differ in how fast the AI will slap the button
Choose AI page	Create a page to select AI difficulty, either easy, medium, or hard.
Slap button	Write software that when the button is clicked, whichever player clicks the button first wins the cards
Card animations	Write software to show cards moving across the screen
Update all sprites	Update all sprites and artwork to the final drafts
Test project	Once project is finished, test code for bugs and fix them
Documentation	Complete all required documentation

<b>Time to Complete</b>
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

<b>Time to Complete</b>
28 days
28 days
28 days
28 days
2 hours
2 hours
12 hours
10 hours

1 hour

3 hours

2 hours

4 hours

28 days

5 days

7 days

28 days