Product name & team name: PokerAI

Completion Date: 9 July, 2023
Revision number: 2.1
Revision Date: 6 July, 2023

Goal:

Get familiar with new knowledge needed to build the project and finish developing the project to be able to test and get feedback.

Task Listing:

- **User Story 1:**
    - As a poker player, I want to know which action I should take with the hand provided
    - Task 1: Get familiar with CFR algorithm and learn its principal so that we can apply to build a poker AI (3).
    - Task 2: Set up basic poker environment/game state/player module/information set (5).
    - Task 3: Create a function that evaluates a hand and output the optimal decision by using CFR (5).
    - Task 4: Build ideas of how to display the result (creating chart vs showing individual result) (3)
    - Task 5: Get familiar with React and learn how to apply the knowledge to build a Poker AI (5)
    - Task 6: Develop UI to be able to output the result (5)
    - Total for user story: 26
- **User Story 2:**
    - As a poker player, I want to learn other possible hands to take the same action or any other action in a specific situation
    - Task 1: Create a function that evaluates all hand range for the same specific situation and output the optimal decision by using CFR (5).
    - Task 2: Build UI to be able to output the result for all hands and develop it more so that it is user-friendly for especially for beginners (3).
    - Total for user story: 8

Team Roles:

Jun Hayashida: front-end developer, back-end developer

Renmark Soriano: back-end developer

Rahul Nadkarni: leader for front-end product team, front-end developer

Manju Shettar: back-end developer

Pranav Vempati: leader for back-end product team, back-end developer

Tommy Chen: front-end developer

Initial Task Assignment:

Pranav Vempati: User story 1: task 1, task 2, task 3, User story 2: task 1

Renmark Soriano: User story 1: task 1, task 3, User story 2: task 1
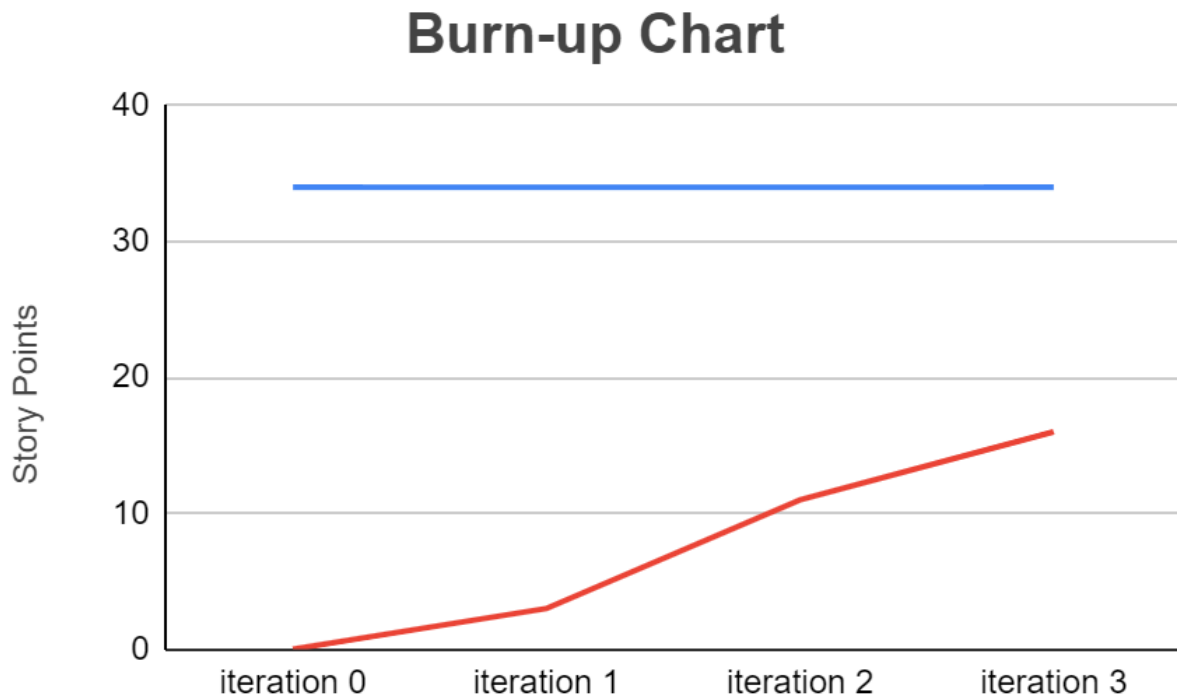
Manju Shettar: User story 1: task 1, task 2, User story 2: task 1

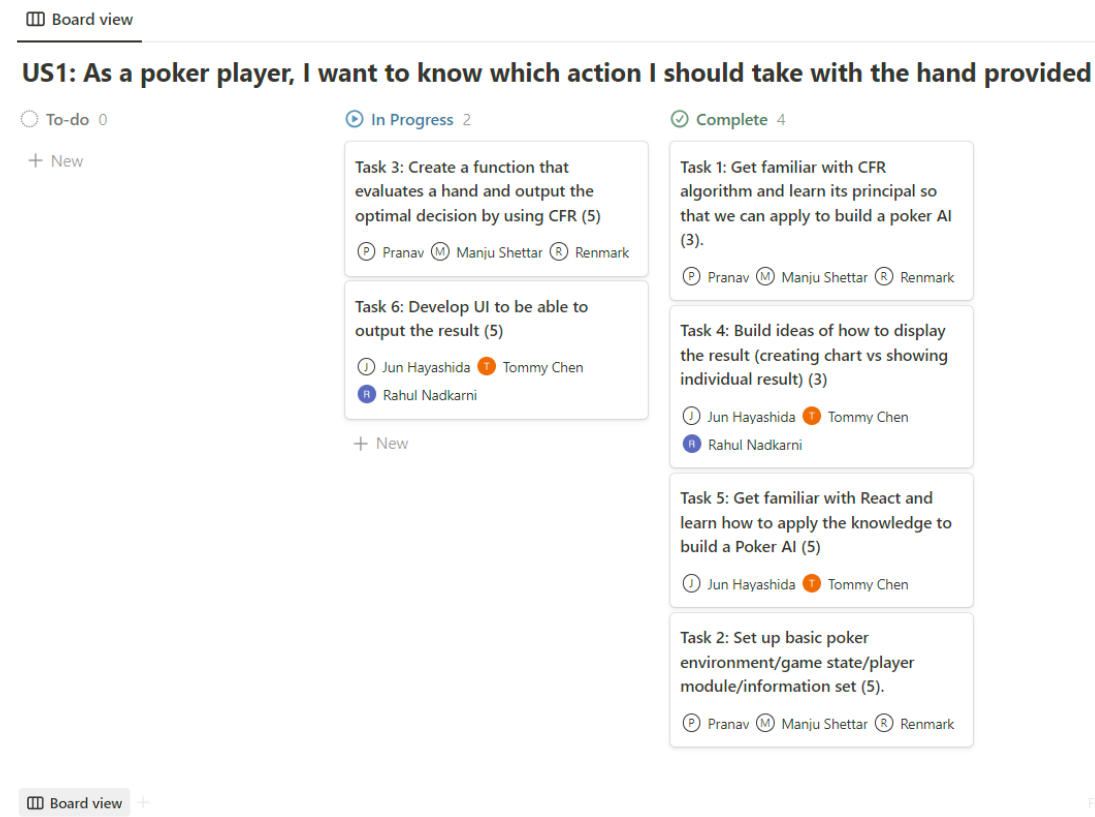Rahul Nadkarni: User story 1: task 4, task 5, task 6, User story 2: task 2

Jun Hayashida: User story: task 1, User story 2: task 1, User story 1: task 4, task 5, task 6, User story 2: task 2

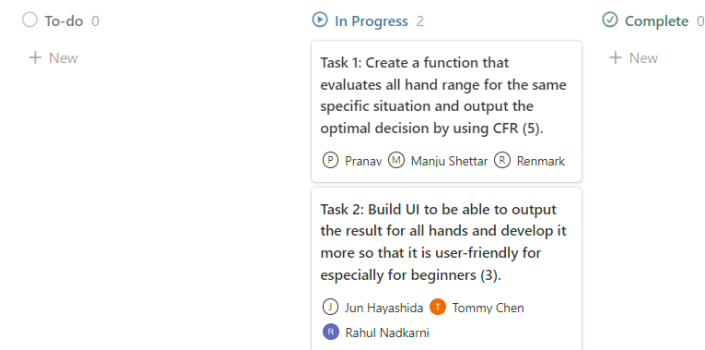Tommy Chen: User story 1: task 4, task 5, task 6, User story 2: task 2

Initial burnup chart:

Initial Scrum Board:

🔲 Board view

US1: As a poker player, I want to know which action I should take with the hand provided

⚪ To-do 0	▶ In Progress 2	✅ Complete 4
+ New	**Task 3: Create a function that evaluates a hand and output the optimal decision by using CFR (5)** Ⓟ Pranav Ⓜ Manju Shettar Ⓡ Renmark	**Task 1: Get familiar with CFR algorithm and learn its principal so that we can apply to build a poker AI (3).** Ⓟ Pranav Ⓜ Manju Shettar Ⓡ Renmark
	Task 6: Develop UI to be able to output the result (5) Ⓙ Jun Hayashida Ⓣ Tommy Chen Ⓡ Rahul Nadkarni	**Task 4: Build ideas of how to display the result (creating chart vs showing individual result) (3)** Ⓙ Jun Hayashida Ⓣ Tommy Chen Ⓡ Rahul Nadkarni
	+ New	**Task 5: Get familiar with React and learn how to apply the knowledge to build a Poker AI (5)** Ⓙ Jun Hayashida Ⓣ Tommy Chen
		Task 2: Set up basic poker environment/game state/player module/information set (5). Ⓟ Pranav Ⓜ Manju Shettar Ⓡ Renmark

🔲 Board view +   Filter Sort 🔍 ⤢ ⋯

US2: As a poker player, I want to learn other possible hands to take the same action or any other action in a specific situation

⚪ To-do 0	▶ In Progress 2	✅ Complete 0
+ New	**Task 1: Create a function that evaluates all hand range for the same specific situation and output the optimal decision by using CFR (5).** Ⓟ Pranav Ⓜ Manju Shettar Ⓡ Renmark	+ New
	Task 2: Build UI to be able to output the result for all hands and develop it more so that it is user-friendly for especially for beginners (3). Ⓙ Jun Hayashida Ⓣ Tommy Chen Ⓡ Rahul Nadkarni	

Scrum times:

Daily Scrum Meetings: Mon, Wed, Sta: 12:30 pm - 12:45 pm

TA Meetings: Tue, Thu: 11:00 am - 12:00 pm with TA Shivani