

Sprint 3 Plan

Product name & team name: PokerAI

Completion Date: 23 July, 2023

Revision number: 1.2.2

Revision Date: 13 July, 2023

Goal:

Testing the MVP that has been completed in the last sprint and improving it so that it will be more user-friendly and intuitive to use for especially beginner poker players. Improving our hand_evaluation function with plenty of test cases of GTO wizard. (a currently existing popular PokerAI)

Task Listing:

Front-End:

User story 1: As a poker player, especially as a beginner, I want to have a user-friendly and aesthetically pleasing UI that helps me understand more clearly and intuitively on an optimal action and keeps me motivated to learn.

Task 1: Remodel the whole UI theme of the project for all pages in terms of key concepts and color theme as an integrated product. (5)

Task 2: Make a whole model in Figma with icons that will be used in the result page and introduce the main theme in designing. (8)

Task 3: Integrate our new model into the currently existing MVP product. Update the codes for all three pages and test functionality. (8)

Task 4: If time allows, add some features of potential improvements in our project. (5)

Total for user story 1: 26 points

Back-end:

User story 2: As a poker player, I want to learn the optimal action based on an imaginary situation with a poker engine and environment.

Task 1: Improvement in hand_evaluation function. (13)

Task 2: Benchmark optimality of actions relative to a functional poker engine. (13)

Total for user story 2: 26 points

Team Roles:

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

Renmark Soriano: back-end developer, scrum master

Rahul Nadkarni: front-end developer

Manju Shettar: back-end developer

Pranav Vempati: Back-end Developer

Tommy Chen: front-end developer

Initial Task Assignment:

Pranav Vempati: User story 2: task 1&2

Renmark Soriano: User story 2: task 1&2

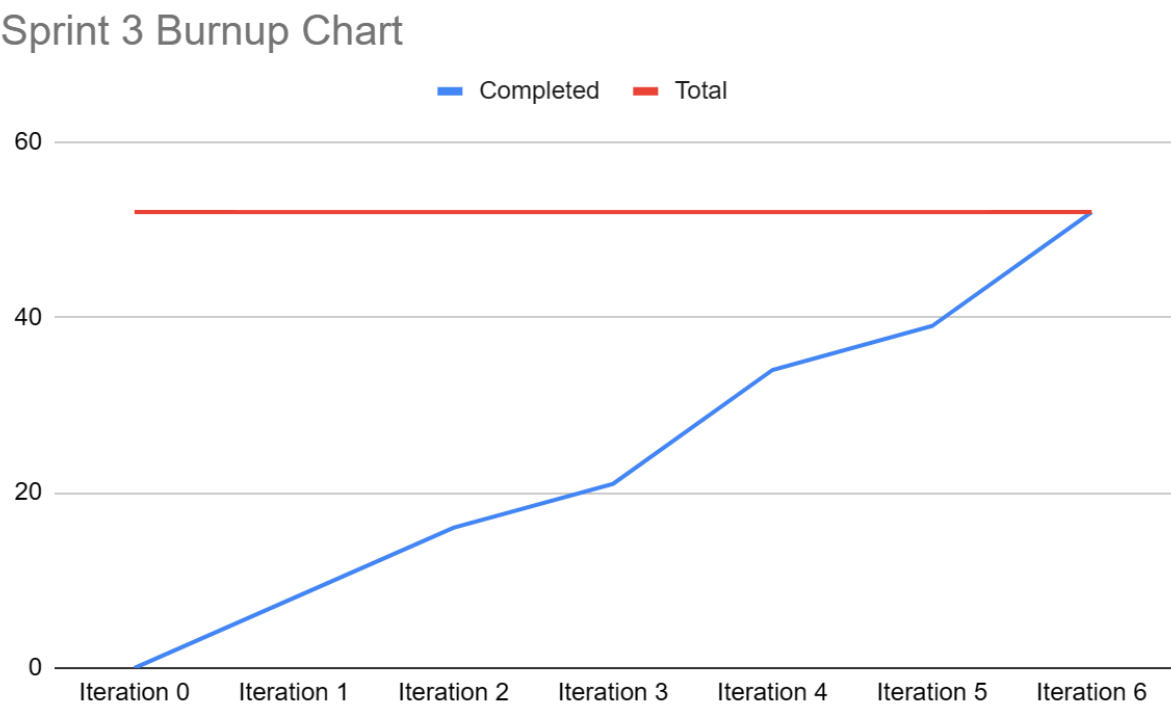
Manju Shettar: User story 2: task 1&2

Rahul Nadkarni: User story 1: task 3&4

Jun Hayashida: User story 1: task 1&2&3&4

Tommy Chen:User story 1: task 3&4

Initial Burn-up Chart:



Initial Scrum Board

Board view

US1: As a poker player, especially as a beginner, I want to have a user-friendly and aesthetically pleasing UI that helps me understand more clearly and intuitively on an optimal action and keeps me motivated to learn.

To-do 0

New

In progress 4

Remodel the whole UI theme of the project for all pages in terms of key concepts and color theme as an integrated product. (5)

Make a whole model in figma with icons that will be used in the result page and introduce the main theme in designing. (8)

Integrate our new model into the currently existing MVP product. Update the codes for all three pages and test functionality. (8)

If time allows, add some features of potential improvements in our project. (5)

New

Complete 0

New

Board view

Filter Sort 🔍 📄 ...

New

US2: As a poker player, I want to learn the optimal action based on an imaginary situation with a poker engine and environment.

To-do 0

New

In progress 2

Improvement in hand_evaluation function. (13)

Benchmark optimality of actions relative to a functional poker engine. (13)

New

Complete 0

New

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