

Sprint 2 Plan:

Product Name: TicTacToe Master

Team Name: TicTacPac

Sprint Completion Date: February 18, 2018

Revision Number: 1

Date: February 4, 2017

Goal: The main goal for this sprint is to implement two minigames for our project and have the network and customization features implemented.

Task Listing:

User Story 1:

As a player, I want a 3D variant of tic tac toe so that there is a more challenging option for gameplay

Tasks:

1. Make the board clickable, i.e make an x or an o appear on a clicked square (2 hr)
2. Make the logic for the game (detect win state) (3hr)
3. Create tilted square images for the board (5hr)

User Story 2:

As a player, I want to be able to play tic tac toe with a friend via a network so that I can be mobile and still play/get challenged by them

Tasks:

1. Implement client logic (2hr)
2. Implement server logic (2hr)
3. Integrate Node.js logic with Heroku or other web app server so the game can be played directly from website (2hr)
4. Add UI to display which piece's turn it is, what piece you are playing, etc. (1 hr)
5. Add menu to tic tac toe to decide if playing via network or locally (1hr)

User Story 3:

As a player, I want to have a currency system so that I can reward myself with cosmetic items for doing well

Tasks:

1. Have communication with firebase to tell what items are unlocked, locked, and selected. (3 hrs)
2. Define achievements for users (1 hr)
3. Have unlocked achievements popup in the game when conditions are met (3 hr)
4. Have communication with firebase to tell what achievements are being completed (tracking) (3 hr)
5. Create UI/logic that integrates with database to keep track of currency (2 hr)
6. Have currency amount for specific player update with achievements completed (1 hr)

User Story 4:

As a player, I want to be able to change the theme of the board and pieces and my profile pic for Tic Tac Toe (basic changes) to make my experience more customizable (via the currency

system)

Tasks:

1. Change the theme of the board in a game based on a user's selected customizations (3 hr)
2. Change the profile pic, username, etc. displayed based on the user's selected info (3 hr)

User Story 5:

As a player, I want to play Order and Chaos so that there is an even more challenging option for gameplay other than 3D TicTacToe

Tasks:

1. Make the board clickable, i.e make an x or an o appear on a clicked square (2 hrs)
2. Make the logic for the game (detect win state, add extra specific logic for game) (3 hr)

Team Roles:

Austin Baird: Developer, Scrum Master

Alan King: Developer

Alex Williamson: Product Owner, Developer

Jacob Burnworth: Developer

Derek Chiong: Developer

Initial Task Assignment:

Austin Baird:

User Story 1 tasks 1 - 3
User Story 2 tasks 1 - 5

Alan King:

User Story 1 tasks 1-3
User Story 3 task 1

Alex Williamson:

User Story 3, Tasks 2, 5
User Story 5, Task 1-2

Jacob Burnworth:

User Story 3, task 2-6
User Story 5

Derek Chiong:

User Story 4 task 1-2

Scrum Times

Monday 1:30

Wednesday 11:00

Friday 1:30