Sprint 4 Plan:

Product Name: TicTacToe Master

Team Name: TicTacPac

Sprint Completion Date: March 16, 2018

Revision Number: 1

Date: March 5, 2018

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 to be able to play Ultimate Tic Tac Toe with a friend via a network so that I challenge my friends

     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. (1hr)

User Story 2:
As a player, I would like all mini games to have sound effects in response to my actions

     Tasks:
1. Find/create sound effect for achievements(1hr)
2. Play sound effects in game in response to user actions(2hr)

User Story 3:
As a player, I would like there to be achievements for special actions

     Tasks:
1. Define more achievements for users and come up with clever names for the achievements (1 hr)
2. Have unlocked achievements popup in the game when conditions are met (3 hr)
3. Have communication with firebase to tell what achievements are being completed (tracking) (3 hr)

User Story 4:
As a player, I want more selection in themes for the board and pieces so that there is more customization to unlock.

     Tasks:
1. Create or find themes for boards(1hr)
2. Create or find themes for pieces(1hr)
3. Create or find themes for backgrounds(1hr)

User Story 5:
As a player, I would like there to be AI for some of the games so that I can practice and learn

how to play the game
 Tasks:
1. Implement minimax/ other algorithm to allow players to play 3D TicTacToe against an AI(7hr)
2. Implement minimax/ other algorithm to allow players to play Ultimate TicTacToe against an AI(7hr)
3. Implement minimax/ other algorithm to allow players to play Order & Chaos against an AI(7hr)

Add menu options to play against each ai (single player) (1hr)

User Story 6:
As a player, I would like an online game chat so that I can communicate with other players
 Tasks:
1. Design/implement chat box UI (2 hrs)
2. Create server and client logic for sending/receiving messages (3 hrs)
3. Add connected/disconnected messages w/ usernames, as well as notifications for missed messages when chat is closed (2 hrs)

User Story 7:
As a player, I would like to have instructions of the game so that I know how to play it.
 Tasks:
1. Implement a info button under each of the games that opens a page that gives instructions on how to play the game(1hr)

Team Roles:

Austin Baird: Developer

Alan King: Developer, Scrum Master

Alex Williamson: Product Owner, Developer

Jacob Burnworth: Developer

Derek Chiong: Developer

Initial Task Assignment:

Austin Baird:
 User Story 5 tasks 1-3
Alan King:
 User Story 4 tasks 1-3
 User Story 7 task 1
Alex Williamson:
 User Story 1, Tasks 1-4
 User Story 5, Task 1-2
 User Story 6, Tasks 1-3

Jacob Burnworth:

      User Story 3

Derek Chiong:

      User Story 2 task 1-4

Scrum Times

Monday 1:30

Wednesday 11:00

Friday 1:30

Burndown Chart

https://BurndownForTrello.com/share/xfdhfwxdca