# Sprint 1 Plan:

**Product Name:** TicTacToe Master

**Team Name**: TicTacPac

**Sprint Completion Date:** February 4, 2018

**Revision Number:** 1

**Date:** January 24, 2017

**Goal:** The main goal for this sprint is to implement the first minigame for our project and have the basic site structure implemented.

## Task Listing:

***User Story 1:***

As a developer, I would like to be comfortable programming in HTML, JavaScript, etc. so that we don't slow down the development process later on trying to learn new technologies

    ***Tasks***:

1.  Review online tutorials and review class slides (3 hours)

***User Story 2:***

As a developer, I want to be comfortable using git so that I can work collaboratively with my teammates more easily

    ***Tasks***:

1.  Review git tutorials and practicing pushing, branching, pulling from project repository(1 hour)

***User Story 3:***

As a player I want to have a basic tic tac toe game so that I can have a warm up mode before playing the harder variants

    ***Tasks***:

1.  Implement game logic (4 hours)
2.  Implement game over screen (1 hour)
3.  Implement drawing the board on screen (1 hour)

***User Story 4:***

As a player, I want a login page so that I can track my progress to becoming a TicTacToe Master and connect with other players

    ***Tasks***:

1.  Implement format/structure of page (2 hours)
2.  Implement database authentication (2 hours)
3.  Implement create account logic connected to link on login page (1 hour)

***User Story 5:***

As a player, I want a database with user information integrated so that my progress is saved when I log out

    ***Tasks***:

1.  Set up a firebase database (1 hour)
2.  Save user information from "create account" page to database (1 hour)
3.  Save player info(amount of plays and wins) after a game of tic tac toe is over to

database (1 hour)

***User Story 6***:

As a player, I want a main menu that allows me to select which variant to play and go to different customization/leaderboard options

> ***Tasks***:
> 1. Implement a web page that allows a user to click on various game options (2 hour)
> 2. Make the option for tic tac toe link to the tic tac toe phaser game (0.5 hour)

## 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 - Task 1
User Story 2 - Task 1
User Story 3 - Task 1, 2, 3

Alan King:

User Story 6 - Task 1,2 3

Alex Williamson:

User Story 1 - Task 1
User Story 2 - Task 1
User Story 4 - Task 1, 2, 3
User Story 5 - Task 2

Jacob Burnworth:

User Story 1: task 1
User Story 2: task 1
User Story 5 task 1, 2, 3

Derek Chiong:

User Story 6 - Task 1,2 3

## Scrum Times

Monday 1:30

Wednesday 11:00

Friday 1:30