Sprint 3 Plan:

Product Name: TicTacToe Master

Team Name: TicTacPac

Sprint Completion Date: March 4, 2018

Revision Number: 1

Date: February 19, 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 to play Ultimate Tic Tac Toe to that there is a more challenging option for gameplay other than 3D and Order vs Chaos

 Tasks:
1. Implement ability to place pieces on the screen(3hr)
2. Detect when a game is over(2hr)

User Story 2:

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)
4. Display the selected customizations in games(2 hr)

User Story 3:

As a player, I want to be able to play order and chaos 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)
5. Add menu to tic tac toe to decide if playing via network or locally (1hr)

User Story 4:

As a player, I want to be able to play 3D 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)
5. Add menu to tic tac toe to decide if playing via network or locally (1hr)

User Story 5:

As a player, I want there to be sound effects in response to my actions in Tic Tac Toe so that the gameplay is more engaging

> ***Tasks***:

1. find/create sound effect for placing pieces(1hr)
2. find/create sound effect for winning game(1hr)
3. find/create sound effect for achievements(1hr)
4. Play sound effects in game in response to user actions(2hr)

User Story 6:

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 TicTacToe against an AI(7hr)
2. Add menu option to play against ai (single player) (1hr)

User Story 7:

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

> ***Tasks***:

1. Implement UI for purchasing items in customization(1hr).
2. Define more achievements for users and come up with clever names for the achievements (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)

User Story 8:

As a developer, I want the site to be implemented with Angular.js so that it is easier to maintain

> ***Tasks***:

1. Create controllers for every page (3hr)
2. Create partial html files for every page (3hr)
3. Implement routing logic to display appropriate page (2hr)

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 3 tasks 1-5
User Story 4 tasks 1-5
User Story 8 tasks 1-3

Alan King:

User Story 2 tasks 1-4
User Story 7 task 1

Alex Williamson:

User Story 1, Tasks 1-2
User Story 3, Task 1-2
User Story 6, Task 1-2

Jacob Burnworth:

User Story 2
User Story 7, task 2-4

Derek Chiong:

User Story 5 task 1-4
User story 6 task 1-2

Scrum Times

Monday 1:30

Wednesday 11:00

Friday 1:30

Burndown Chart

https://BurndownForTrello.com/share/yoq4qktgab