Brozingos Poker

Anmol, Leonardo, Luís & Stephanie



Scrum master Luís Felipe Tomazinl



Project owner Stephanie Garboski



Developer Anmol Singh



Developer Leonardo Viglino

The game

- Poker Texas Hold'em
- GUI development
- A.I. elements



Poker 101

- Cards on table
- Player's cards
- Sequence





Scrum experience

User stories



As a player I should be able to ...

... start a game

... fold

... check

... increase my bet

... cash out

... see how much money I have

... end a game



As a dealer I should be able to ...

... give cards

... show the cards

... check the best hand

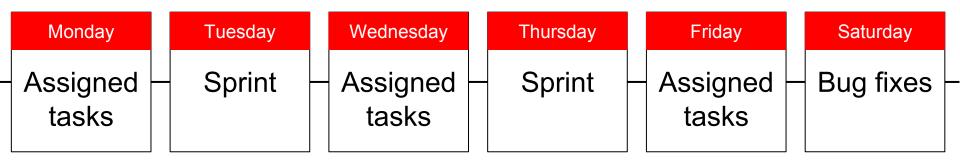
... know who's turn it is

... raise the minimum

... give out the money to the winner

... shuffle cards

Weekly schedule



Assigned task



- Worked in pairs or as individual
- Help to solve minor issues
- 2 hours

Sprints



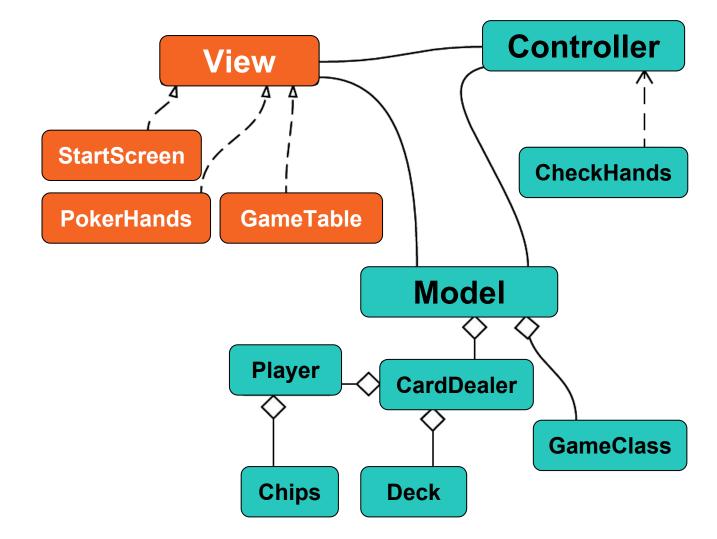
- All members working in the same room
- Help to solve major issues
- 3-4 hours

Bug fixes

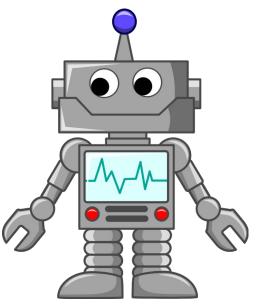


- Individual work (pair programming in certain cases)
- Fix bugs found during the week
- 2 hours

UML



Computer Player

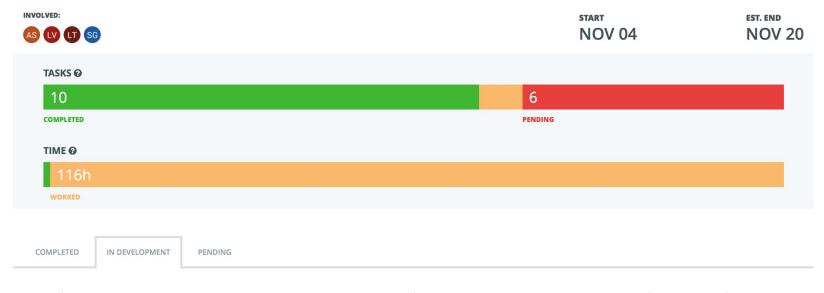


- Money
- Poker hand
- High card
- Suit of cards

Runtun.it

Task manager

- Hours worked
- Tasks completed
- Task situation



| ID | TASK | RESPONSIBLE | DESIRED DUE DATE | EST. DELIVERY |
|----|---------------------|--------------------|---------------------|---------------|
| 8 | Create start screen | Stephanie Garboski | | 11/12/2015 |

Time management

- Hours worked per day
- Productivity
- Before schedule

Statistics for Luis Felipe Tomazini

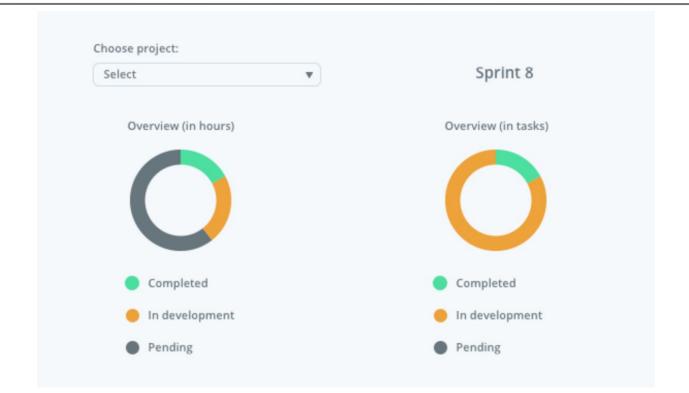


Last updated at: 11/30/2015



Sprint details

- Hours left
- Tasks left

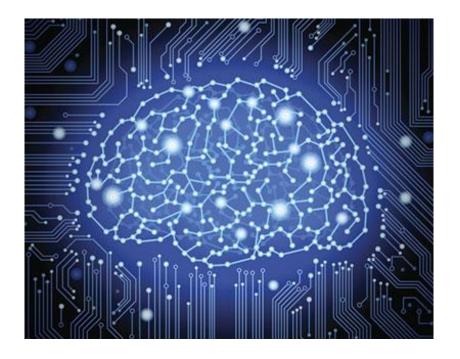


Brozingos Poker 2.0





- Add more animations
- Add some sound effects



Improve Al

 Make the computer players predict what they should do by themselves